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official game guide

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Crysis

PRIMA Official Game Guide

Written by

David S. J. Hodgson
Michael Searle



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David helped to launch the fledgling GameFan Books and form Gamers' Republic in 1998, authoring many strategy guides for Millennium Publications, including *The Official Metal Gear Solid Mission Handbook*. After launching the wildly unsuccessful incite Video Gaming and Gamers.com, David began authoring guides for Prima Games in 2000. He has written over 60 strategy guides; including *The Legend of Zelda: Twilight Princess*, *Knights of the Old Republic*, *Crysis*, *Half-Life: Orange Box*, and even *Panzer Dragoon Orta*. He lives in the Pacific Northwest with his wife, Melanie, and an eight-foot statue of Great Cthulhu.

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And "X" for Xerxes, devoured by mice.

We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com.

Mike Searle remembers the days of Atari Adventure, where your square hero could end up in a hollow dragon stomach, or the simple, yet addictive, Missile Command. His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside instead of on the console, so the first chance he got he bought a PC to play the *Ultima* series, *Doom* and countless others since. Mike started with Prima Games back in 2002 and has written more than 30 strategy guides, including *The Lord of the Rings Online: Shadows of Angmar*, *Tom Clancy's Ghost Recon* and *Splinter Cell* series, *Dark Messiah: Might and Magic*, and *Sims 2 Castaway*. He can't wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that's what he keeps telling himself about his FPS kill ratio!

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SPECIAL FORCES TRAINING

Even within Special Forces, where the average soldier might parachute through enemy artillery fire and infiltrate an installation with just a knife between his teeth, you are a super man. You hear the awe in their voices as you walk by in your Nanosuit. They know you can do things others can't: absorb a Shotgun blast as if someone tossed a handful of gravel at you, finish a 100-yard dash while Olympians have only barely made it out of the starting blocks, leap over tanks and onto building rooftops—oh yeah, and become invisible.

The following pages present the basics of your Nanosuit and how to operate in standard combat situations. The suit gives you superhuman powers so you may compete with the island perils, but you'll need the brain to match the brawn to have any hope of survival.



Miracles of the Nanosuit



The Nanosuit absorbs damage (Armor), increases your running ability (Speed), amps up your muscle power (Strength) and turns you invisible for a limited duration (Cloak). Use **[V]** or

[B3] to access your ability menu, where you can spin to any upgrade in a split second.



This chapter notes certain keys for basic maneuvers and combat tricks. However, you should consult the game's manual for the full keyboard layout.



Armor mode toughens your suit's exterior and keeps you alive against unexpected attacks. Since you can take a handful more shots to the gut with Armor on rather than off,

leave it on as your default suit setting whenever you aren't engaged in a particular maneuver. Your suit flashes white when hit in Armor mode, which can give you an indication that you're being fired upon if you don't notice your health dropping right away. Always switch to Armor mode when recovering energy or health.

Switch to Speed mode when you need to cover ground in a hurry. The speed burst lasts only a few seconds—long enough to dash through a dangerous minefield without triggering a single detonation or escape an ambush with half a dozen rifles pointing at your head. You can also use it when you know the territory ahead is clear of



enemies and want to travel quickly to your destination. You should rely on Speed (or Cloak) to confuse foes in combat and keep their gun barrels trained on where you *were* and not where you *are*.



Maximum Strength gives you superior punching and leaping powers. In Strength mode, a Strength Punch can smash open locked doors, destroy vehicles, and pulverize an

opponent's skull. In close combat, it's an effective backup attack method when you don't have a Shotgun or SMG handy.

With Strength on, you can also Strength Jump to heights impossible for normal human legs. Most low roofs are accessible with a single leap, while high roofs may



take several smaller leaps as you hop up exterior obstacles to reach the top. Strength redefines how you view the battlefield. Don't feel like you must take the straightforward ground path. Look for alternative attack routes up the rocks, hills, and buildings around you at all times.

Perhaps your most impressive power comes in the form of your Cloak. The Cloaking ability literally makes you invisible so long as you have energy available. And that's the key.

Stand still and you can remain invisible for a few minutes. At a full run, however, you have less than 10 seconds of sustained invisibility. Play around with the Cloaking ability so you get a feel for when it's going to give out on you. If you aren't in cover when you hear the warning that you're running out of energy, drop prone and crawl to your cover spot. Your Cloak will last a lot longer this way, and it's more difficult for enemies to spot you when you're moving horizontally along the ground if you should suddenly reappear.





Besides wielding a loaded Shotgun behind your enemy's back, your best weapon in combat is your Cloak. After you engage the enemy with a barrage, learn to shift into

Cloak and circle around your enemies. Rather than battle it out from a stationary point where enemies can zero in on your position, the "hit and Cloak" maneuver confuses foes and gets you out of harm's way almost immediately. It's a great defensive maneuver if you can loop behind enemy arcs of fire and set up a new sniping point from behind cover.

Mission Plans

Let's get this out of the way: Every mission is different! You must match your attack plan to the recon intelligence and choose the course that best fits your mission objectives. You wouldn't go in with guns blazing to extract data from a secluded computer if that meant the entire island would go on alert and each successive objective would triple in difficulty. That said, you will generally follow one of the following attack plans most of time.

Complete Stealth



"Have Cloak will travel" should be your motto for most of your island excursions. Generally, you need to recon an area first to pinpoint the enemy

placements and movement patterns. You might also want to scout out prominent cover spots and objective locations. Certain mission objectives require that you *not* engage the enemy, in which case stealth is mandatory. Gunfights are certainly thrilling, but there are times when stealth will gain you intel more effectively, and you never want to be spotted before you are ready to enact your attack plan.

Stealth and Combat



Most of your objectives will fall into this category. You recon the area first, relying on your master stealth capabilities. Cloaking may also bypass

exterior defenses so you can insert deeper into enemy territory. Once you identify the objective and position yourself for maximum benefit, you suddenly appear out of invisibility mode and unload on your first victims. You can switch back to stealth anytime an area gets too hot, when you want to roll to another location for a new attack, or even go into "stealth and run" mode if reinforcements arrive.

Rear Assault



If combat is your only option, it's generally a good idea to attack the foes from a direction they don't expect. A surprise assault from the rear gate or after you've Strength Jumped into a compound can throw the enemy into disarray and you can capitalize on the chaos with precision strikes against small groups. Remember to fall back on your stealth tactics if you're wounded or you need a sudden change of scenery.

Front Assault



You might take a lot of damage with a front assault, but sometimes you have no choice but to attack head-on into a guarded area. The key with this attack is

to hit the enemy hard and remove the high-damage targets (Tanks, machine gun nests, Missile Launcher foes) first before turning your attention to the individual soldiers. Speed mode helps tremendously in such circumstances, as short bursts negate enemy weapon locks and set you up for strafing runs along the enemy flanks. You can always Speed burst through a heavily guarded area and then adopt one of the previously covered tactics as soon as you're out of immediate danger.

The Unorthodox Method



There are bound to be times when you run out of ammo or just have the urge to smash someone with a refrigerator. When all other plans fail, slip into "improv" mode and try anything your suit can handle. You might Strength Jump through an upper story window, grab a weapons crate and chuck it



down the stairs into the stunned faces of a handful of foes. Enemy vehicle heading directly at you? Cut down a palm tree



Special Forces
Training

with SMG fire and block the road, then Speed sprint past them, leaving a live Frag Grenade in your wake. When a plan fails, improvise and adapt.

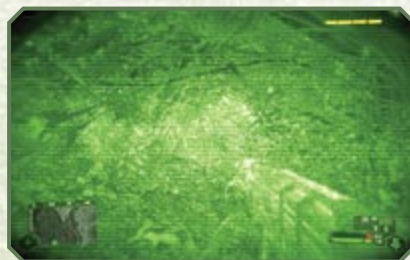
Basic Techniques

You have a lot of natural ability and weaponry at your disposal on these missions. Here are some basic tactics to take out foes and subject yourself to minimal return fire.



Before you let loose your first bullet, make sure you know the enemy placements in the area. Depending on the terrain, you might scout the resistance with the naked eye. Most of the time, when rocks and trees block your view, break out your Binoculars to recon the area. Your Binoculars give you a reading on enemy proximity, even through blocking terrain, and display the distance to the closest enemies, which proves invaluable for planning your movements.

When scouting in gloom or darkness, remember your suit is equipped with Night Vision. Flip this on to penetrate the shadows and survey the area better. Night Vision has a limited duration before it must recharge; you can't simply walk around with it on, so pick and choose the best recon spots from cover.



As outlined earlier in the attack plans, you should usually be in stealth mode when approaching any unknown area. Cloak at the sound of enemies approaching or whenever you cross open ground. Against single targets (or two targets if you're quick), approach while Cloaked and eliminate your victim with a single, silenced shot to the head.



If you have the Precision Rifle (or Sniper Scope on another weapon), you may opt to eliminate foes at range. With a steady hand, you have the advantage of picking off your first victim with a head shot and decreasing the odds against you. You may even knock off all the foes in a small group before they mobilize. Against a large enemy group, however, be prepared for the result that your first sniper shot or two will put all of your enemies on high alert.

Before you let loose your first bullet, make sure you know the enemy placements in the area. Depending on the terrain, you might scout the resistance with the naked eye. Most of



In the heat of combat, remember to fire, Cloak and move. Don't stand still. It's more important to disappear out of the enemy's line of sight and miss taking damage than

it is to deal the extra damage. You can always circle around and hit the enemy again without much risk.

If you don't want to waste ammunition, Strength Punch works great in close proximity to a foe, especially from behind. Against vehicles, a Strength Punch can destroy a damaged machine or flip it. Sometimes it's easier to take out two or three enemies inside an armored vehicle with a Strength Punch or two than it is to burst off a full clip of ammunition.



Seek cover spots whenever you don't have the upper hand in a firefight. Before the battle begins, you should have a few spots in mind (starting spot, retreat point, backups) so that

you don't panic in the chaos of combat. Get in the habit of checking your map, too. If you get turned around in the heat of battle, a quick glance at the map might lead you to cover and save your skin.

Know your weaponry! As soon as you gain a new weapon, push it to its limits and learn in what situations it works best. You don't want to bring a Pistol to a sniper point or stare at a Flashbang when it goes off. It's key to track your ammo, too; you can rip through a clip on the Minigun before you know it, and you always want to reload during downtime so you don't come up short when it counts.



Advanced Techniques

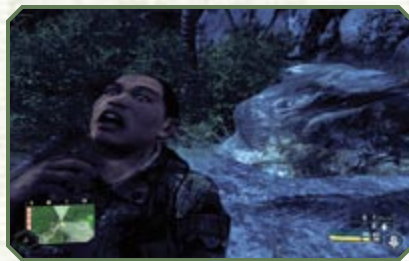
After a few hours with your Nanosuit (or minutes, if you're a natural), it's time to pull out all the stops. With the superhuman abilities now at your disposal, try some advanced techniques to really ice the competition.



For truly spectacular leaps, combine Speed and Strength. Charge forward at a Speed Sprint and quickly perform a Strength Jump just before the gap or obstacle you want to leap

over. You can catapult over barbed-wire fences and straight into compounds this way, or fly up onto a rooftop in a split second. Try launching yourself into the midst of startled foes with a Speed Jump and trigger off an SMG clip to rip them to shreds before they can even return a shot.

A Frag Grenade can take out several targets if you catch them in a closed-in area or drop one near them when they aren't looking. Most of the time, however, the enemy will bolt for cover when they see a grenade (just as you would). To finish off savvy foes, throw a grenade behind them to flush them forward and then drop another one in front of them. The resulting double bang should finish them off or set up a quick mop-up job on the stragglers.



Should you get in close enough and run out of ammo, go for the choke hold. In Strength mode,

you can grab a foe and do several things with him: Hold him up as a meat shield to absorb incoming bullets, throw him a great (and deadly) distance, or snap his neck. You can save ammo, too, if you sneak up behind a secluded foe and perform a choke hold.



If you don't want to use your hands, try driving a vehicle at your foes. Obviously, you can use the vehicle's weaponry against your targets, but you can also run over foes, propel

the vehicle directly at an enemy group where it will explode like a missile attack, or shoot out the vehicle's rear gas tank for some fireworks. Just be sure to eject before impact or explosions.



Every situation is different. Learn the basics and then read through the individual mission notes in the following pages for how best to handle a particular encounter.



WEAPONS DETAIL

The weapons issued to you by the U.S. Special Forces and the armaments you secure during your island expedition have specific strengths and weaknesses against the variety of foes you face. The following information details the main weapons, augmentations, and explosive devices, along with general tactics on advantageous moments to use this arsenal.



POINTER

The statistics and tactics for each weapon differ in the single-player and multiplayer games. Please consult the **Multiplayer Training** chapter later in this book for additional information.

Firearms, Grenades, and Explosives

Pistol



This generic, but functional Pistol is used by both U.S. and KPA forces. It features semiautomatic or two-round burst modes. Targets struck by the bullets

suffer moderate initial damage. As the bullets are small, their damage is lessened over distance, so the weapon therefore is most effective over short ranges: less than 50 meters (165 feet). When found, a second Pistol can be employed, allowing dual use with one Pistol in each hand. However, only a single Pistol can be used with Iron Sight. You can mount a Silencer and Laser Pointer on the Pistol (these are automatically mounted on each Pistol when selected), and use Iron Sight (one Pistol only). The Pistol is available from your initial sortie, at the start of the **Contact** Mission.

SCAR Assault Rifle



This is the standard Assault Rifle that is issued to U.S. American forces in the combat theaters across the world. It features both semi-

automatic and fully automatic modes of fire. The rate of fire is moderate: slightly faster than the FV71, but slower than the SMG. It has strong initial damage at close quarters and loses almost no damage over distance due to advanced cartridge design. Otherwise, this weapon is similar to the FV71 in terms of damage and range. On this Rifle, you can mount a Silencer, Laser Sight, Flashlight, Under-Barrel Grenade Launcher, Tranquilizer Attachment, Reflex Sight, Assault Scope, and Precision Scope. This weapon is available from your initial sortie, at the start of the **Contact** Mission.

FV71 Assault Rifle



This is a rather old Assault Rifle, used primarily in the late 20th century, and it cheaply arms the majority of the North Korean infantry army. This weapon

features semi- and fully automatic modes, with the fully automatic firing mode employed in most situations. Unlike the Submachine Gun, it fires at a slower rate, but doesn't lose as much damage over distance, and is therefore a capable weapon at most ranges. You can equip the Silencer, Laser Sight, Flashlight, Under-Barrel Grenade Launcher, Tranquilizer Attachment, Incendiary Ammunition, Reflex Sight, Assault Scope, and Precision Scope on this weapon. The FV71 is available at the beginning of the **Contact** Mission.

Shotgun



This is operated by a pump action. The operator can switch the radius of the shell spreads between normal and narrow fire modes. Use

the narrow spread and combine it with the Iron Sight or a scope to fire precise shots up to a medium distance. Use the normal fire mode to blast foes with devastating damage at close range. This weapon has strong initial damage, however, it loses a great deal of damage over distance. Thus its effectiveness is restricted to a very short range (10 to 20 meters, or 33 to 66 feet). You can mount the Laser Sight, Flashlight, Reflex Sight, Assault Scope, and Precision Scope on this weapon. However, the latter is only useful for observing enemy movements or environments from a distance; it is detrimental in combat. The Shotgun is available near the end of the **Contact** Mission.

Precision Sniper Rifle (DSG1)



A well put-together, bolt-action operated Sniper Rifle primarily used by the Korean People's Army, this one sacrifices speed for range. As

expected, this weapon causes very high initial damage, and has the advantage that its damage doesn't decrease no matter how far the range. Of course, the lack of a rapid-fire option means you should ideally fire and take down enemies with one shot, usually at longer ranges. Or, you can ignore the scoped shots, and engage foes in "one-shot-kill" combat at closer quarters. You can mount the Laser Sight, Reflex Sight, Assault Scope, and Precision Scope on this weapon; the two scopes are of particular benefit and should be affixed immediately. The Sniper Rifle is available during the second half of the **Recovery** Mission.



ADVISORY

When firing this Sniper Rifle at long range, or any other weapon that uses the Assault and Precision Scopes, employ Strength to steady your aim, but remember to switch to Armor if you come under heavy fire.

Submachine Gun (SMG)



This is a regulation, rapid-fire weapon, used mainly by KPA troops, specifically the Special Forces soldiers, although some other enemy

infantry carry them. The SMG is able to fire in semi- or fully automatic modes, and causes moderate initial damage, but (like the Pistol) the damage decreases over range, thanks to its small ammunition rounds. Therefore, expect the SMG to be most effective over short range (under 50 meters, or 165 feet). You can mount a Silencer, Laser Sight, Reflex Sight, Assault Scope, and Precision Scope on this weapon. However, due to the weapon's ineffectiveness at longer range, it isn't suitable for shooting long-range targets, even with a scope attached. The SMG is available during the second half of the **Relic** Mission.

Gauss Rifle



This is a standard-issue support and anti-material Rifle issued to specific forces in the U.S. military. Using an advanced bolt action, this Gauss Rifle inflicts instant-kill damage against humans and armor-piercing damage that can even cut through tank armor. Better yet, this weapon's shells do not lose any damage over distance, and the projectiles travel at a very high speed, impacting almost instantly after being fired. This means a scope is a good choice for augmentation. Or, you can dispense with Scoped shots, and engage foes in "one-shot-kill" combat at closer quarters. You can mount a Laser Sight, Flashlight, Reflex Sight, Assault Scope, or Precision Scope on this weapon. The Gauss Rifle is available during the **Onslaught** Mission.

Minigun



A two-handed heavy weapon given to only the most elite of KPA Special Forces troops that don their own special Nanosuits, the Minigun offers devastating

initial damage and loses only minimal damage over distance. The sheer rapidity of the shots is enough to defeat both infantry and vehicular hostiles, but the weight of the weapon makes it incredibly difficult to aim, and its rounds are used up very quickly. Therefore, it is recommended that Strength mode be engaged to compensate for the Minigun's strong recoil when firing. You should also keep the barrel rolling by tapping so you can fire instantly without waiting for the barrel to warm up. You can mount the Laser Sight and Flashlight on this weapon. The Minigun is available during the **Awakening** mission.

Missile Launcher



A relatively lightweight and disposable Missile Launcher with three Missiles in it, this equipment is issued as a munition rather than a weapon

(and deemed an "explosive" during the Walkthrough section of this guide). The Missile Launcher becomes useless and is discarded after the third shot. It is sometimes wiser to throw away a Missile Launcher with only one or two shots



Weapons Detail

remaining and grab a full launcher, depending on the combat situation. Simply fire at the target you have a perfect line-of-sight on. Missiles must be manually guided; they follow the laser dot until detonation. Taking down vehicles is this weapon's primary strength. You cannot attach augmentations to this weapon. The Missile Launcher is available during the second part of the **Recovery** mission.

Explosive Charge



This Explosive parcel of highly volatile ingredients features a charge that is detonated remotely. Simply drop the Explosive Charge, or else clamp it to an

object you wish to explode (ideally a vehicle in need of removal or a mission objective), and then back away; the detonator appears in your hand once the explosive is prepped. Then activate and explode the charge and any nearby scenery or the vehicle in question. Multiple charges can be laid before the first explodes. Explosive Charges can also be used in more devious places, such as entrances, exits, or chokepoints where enemies congregate, and detonated as a trap. Hiding the charge on or behind scenery, so the enemy doesn't see it, is useful. You cannot attach augmentations to this weapon. The Explosive Charge is available during the first part of the **Assault** mission.

Fragmentation Grenade



This standard-issue explosive Grenade is in plentiful supply, both in singles and trays. Fragmentation, or "Frag" Grenades are used primarily to break up choke-

points where enemies concentrate. Foes tend to scatter away from Grenades, which allows you to flush them out of heavy cover and into your gunfire. You can also use Frag Grenades to create a diversion, throwing one so that foes investigate the explosion while you maneuver to escape. Frag Grenades are unfortunately rather ineffective against armored targets like tanks. However, they can still damage a tank's (or LTV's) components, such as the wheels, treads, or other "soft" targets. This assists you in taking out tanks with proper anti-tank armaments, such as Explosive Charges or Missiles. The Fragmentation Grenade is available during the second part of the **Contact** mission.

Smoke Grenade



Whenever troops attempt to cross a large and dangerous open area with enemies watching, such as a road between two buildings, Smoke Grenades can be

employed to create cover. When you use Smoke Grenades, lob the Grenade forward, then rush through the smoke to your desired (and presumably safe) location. As you are temporarily obscured, you can also close in on enemies near the smoke, and attack them with an advantage. In addition, you can disturb a group of foes by lobbing Smoke Grenades directly at them. This disperses them, allowing you to more easily pick them off. Smoke is also used to disguise a flank or retreat maneuver that you wish to make; think of smoke as cover you can employ at any time. The Smoke Grenade is available during the second part of the **Contact** mission.

Flashbang Grenade



When maneuvering through urban areas, where you're in tight proximity to dangers around every corner, utilize the Flashbang Grenade. This Grenade is

ideally suited to such combat, and is a good alternative to Smoke Grenades. Flashbangs blind enemies (and yourself, if you're too close to the detonation zone) for several seconds. Look to the side or away just before the Flashbang explodes, or hide behind cover, so you don't suffer the blinding flash. Then rush the blinded enemies and drop them immediately while they are incapacitated. The Flashbang Grenade is available during the second part of the **Recovery** mission.



ADVISORY

Remember that employing **Strength** when throwing Grenades allows you to lob them much farther than normal.

Molecular Accelerator (MOAC)



The MOAC is a custom-made, field-stripped weapon based on captured alien technology. Prophet was responsible for making the initial model,

but the exact build specifications remain unknown. The weapon collects moisture from the air and converts it into deadly projectile shards of ice. This ice is then accelerated through the weapon with such force, that it can pierce and rip apart metal. It is essentially the same weapon the

Alien foes use on human forces. The weapon has limitless ammunition (as the mountain air isn't dry), but, like the Minigun, requires a small pause to build up before firing. This weapon is primarily used to destroy Aliens. You can mount the Laser Sight and Flashlight on this weapon. The MOAC is available during the **Paradise Lost** mission.

Weapon Augmentations

Silencer



A useful addition, Silencers benefit the compatible weapons by suppressing the sound of the weapon when it is fired. A Pistol with a Silencer is almost undetectable to the ears of the KPA. All other Silencers suppress the sound to a distance of around 10 to 20 meters (32 to 64 feet). Unfortunately, Silencers reduce damage over distance, so remove them for long-range combat, and employ them instead for stealthy Cloaked takedowns.

Laser Sight (LAM)

A Laser Module attached to the underside of the weapon, the Laser Sight emits a strong laser that allows you to more accurately target enemies, especially those on the move. Enemies don't usually react to your Laser Sight.



Flashlight

A Light Module attached to the underside of the weapon. The Flashlight emits a strong light that illuminates the area immediately in front of you, extending up to 20 meters (64 feet). Use it in dark locations, but make sure your enemies don't notice the light!



Incendiary Ammunition



A stronger round than normal, Incendiary Ammunition is accessed via the weapon augmentation selection. Incendiary rounds are effective against Alien foes, but are otherwise simply stronger rounds.

There is no actual splash damage, despite the explosive nature of this ordnance.

Iron Sight



This isn't actually an augmentation; it is the built-in sight that many of your weapons begin with. Hold down **Q2** to employ a slight zoom. Do not underestimate this apparatus; it is extremely useful (especially on the Pistol)

when you wish to more accurately tackle enemies on whom you need not employ the Sniper Scope.

Reflex Sight



Having a better zoom function than the Iron Sight, the Reflex Sight allows you to fire accurately while on the move, mainly due to the holographic red

dot on the lens. Both the Iron and Reflex Sights allow you to see the immediate areas to the side of the scopes, which also helps you stay on the move. Toggle between this and the Iron Sight to see which you prefer.

Assault Scope

A 3.5x magnification makes this Assault Scope ideal for taking down foes at medium distances. However, unlike the previous sights, you lose some situational awareness due to the limited field of view. So only employ this Assault Scope if you're sure there are no enemies in your peripheral vision that you may miss.



Precision Sniper Scope



Able to toggle between 4x and 10x magnification (two settings), this Precision Sniper Scope allows you to tackle foes at medium or spectacularly long distances, and should be used instead of the Assault

Scope in all circumstances. When in use, it loses the same peripheral vision as the Assault Scope.

Grenade Launcher

When attached to the underside of your weapon, this augmentation fires explosive Grenades (which are not Fragmentation Grenades). This is a good way to begin a run against a cluster of foes and not waste time lobbing a regular Grenade. Vary the length of time you hold down **Q1** to help with your aim, and remember to select the Grenade Launcher with **X**.



Tactical Attachment

A rarely-used attachment that provides a disabling, nonlethal dart that can drop a target for around sixty seconds. Use this whenever even Silenced weapons are too risky—while infiltrating an area and need to operate as quietly as possible.



Weapons Detail

ALONG FOR THE RIDE

When an LTV pulls up firing its machine gun, odds are you'll dive for cover. Your Nanosuit can only take so many high-impact bullets at once. Shoot the driver and gunner, and you can turn the tables and jump in the vehicle yourself.

That's the nature of vehicles in *Crysis*: If the enemies can use it, so can you. This section provides technical specs and descriptions of every vehicle in the game, as well as vehicle weaponry capabilities, vulnerabilities, and damage limits.


POINTER

The statistics and tactics for each vehicle may differ in the single-player and multiplayer games. Please consult the tables below for the differences.

SINGLE-PLAYER VEHICLE STATISTICS

Vehicle Class	Vehicle Weapon	Base Damage	Reload Time (seconds)	Muzzle Velocity (m/s)	Rate of Fire
Anti-Air Vehicle	AA Cannon	125	—	800	1,000
Anti-Air Vehicle	AA Missile	250	3	—	60
Infantry Combat Vehicle (ICV)	Anti-Tank Missile	600	2.5	—	24
Infantry Combat Vehicle (ICV)	Automatic Cannon	200	—	200	120
North Korean Helicopter	Helicopter Chaingun	60	—	800	1,000
North Korean Helicopter	Helicopter Rocket Pod	110	—	—	130
North Korean Tank	Tank Cannon	300	4	350	15
North Korean Tank, Helicopter	Asian Coaxial Machine Gun	60	—	800	800
Strickland's Gauss Tank	Gauss Cannon	2000	3.5	10,000	10
United States Battle Tank	U.S. Coaxial Machine Gun	60	—	800	800
United States Battle Tank	U.S. Tank Cannon	600	3.3	350	18
Various	Vehicle-mounted Machine Gun	60	—	—	800
VTOL	VTOL Coaxial Cannon	100	—	1200	700
VTOL	VTOL Guided Missile	400	—	—	24
VTOL	VTOL Minigun	60	—	800	1,200

MULTIPLAYER VEHICLE STATISTICS

Vehicle Class	Vehicle Weapon	Base Damage	Reload Time (seconds)	Muzzle Velocity (m/s)	Rate of Fire
Anti-Air Vehicle	AA Cannon	125	—	800	1,000
Anti-Air Vehicle	AA Missile	300	3	—	60
Amphibious APC, ICV	Anti-Tank Missile	300	2.5	—	24
Amphibious APC, ICV	Automatic Cannon	150	—	200	120
Gauss Tank	Gauss Cannon	850	3.5	10,000	10
Helicopter	Helicopter Chaingun	60	—	800	1,000
Helicopter	Helicopter Rocket Pod	500	—	—	130
North Korean Light Tank	Tank Cannon	300	4	350	15
NK Light Tank, Helicopter	Asian Coaxial Machine Gun	50	—	800	800
Singularity Tank	Singularity Cannon	3000	—	—	—
TAC Tank	TAC Cannon	3000	—	—	—
United States Battle Tank	Tank Cannon	300	3.3	350	18
U.S. Battle Tank, VTOL	U.S. Coaxial Machine Gun	50	—	800	800
Various	Vehicle-mounted Gauss Rifle	250	3.5	—	32
Various	Vehicle-mounted Machine Gun	60	—	—	800
VTOL	VTOL Minigun	60	—	800	1,200
VTOL	VTOL Guided Missile	400	—	—	24

Land

Anti-Air Vehicle



Description: The Anti-Aircraft Battery vehicle is a mobile unit that can be driven to any area where enemy aircraft incursion is suspected to set up defensive

fire. The guns on a single AA Battery can down several VTOLs or Helicopters. In order to receive air support, you may be required to eliminate the AA Battery vehicles in a region.

FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Engine vulnerable to explosions
- Slight damage from AA Vehicles
- Slight damage from collision
- Slight engine and track damage from Gauss Rifle
- Slight vulnerability to Grenades
- Tracks can be disabled

Amphibious APC (Multiplayer Only)



Description: Sometimes your target does something inconvenient, such as going for a swim when your treads can't leave the beach.

Now you can track them

down no matter where they flee. The Amphibious APC works on land and water, and its versatile design actually makes it less susceptible to tactics that damage most other vehicles.

FULL VULNERABILITIES

- AV Mines
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 2x Missile hits
- 1x Tank rounds
- 2x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Wheels strongly resist damage (try Gauss Rifle)
- Slight damage from AA Cannon and Automatic Cannon
- Slight vulnerability to Grenades

Battle Tank



Description: The big boys of the armored division. The Battle Tank sucks up damage like no tomorrow—it's able to eat four Missile hits before

going down—and fires back powerful projectiles, depending on what cannon has been mounted atop it. Think of it as a mobile fort.

FULL VULNERABILITIES

- AV Mines
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x Explosive Charges
- 2x Gauss Tank rounds
- 4x Missile hits
- 4x Tank rounds
- 4x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Engine vulnerable to explosions
- Slight damage from AA Vehicle
- Slight damage from collision
- Slight engine and track damage from Gauss Rifle
- Slight vulnerability to Grenades
- Tracks can be disabled

Civilian Vehicle



Description: It's the kind of vehicle you could see in your neighbor's garage. A Civilian Car or Pickup Truck can haul a few passengers and some cargo in the back;

it's not going to survive long in a battlefield. If you want a quick ride, hop in—just don't drive over any land mines.

FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Gauss Rifles
- Missiles
- MOAR (can be frozen)
- TAC Cannons

Damage Limits

- 1x AV Mines
- 1x Explosive Charges
- 1x Gauss Rifle hits
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Collision
- Slight damage from MOAC
- Tank shells and ICV rounds
- Tire damage
- Vulnerability to small arms
- Vulnerable to infantry Gauss Rifles

Heavy LTV



Description: The upgraded version of the LTV can withstand several more shots from a Gauss Rifle. Everything else performs basically the same, though you

may find a higher caliber gun mounted topside than on its counterpart.

FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Gauss Rifles
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x AV Mines
- 1x Explosive Charges
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles
- 3x Gauss Rifle hits



PARTIAL VULNERABILITIES

- Collision
- Exposed driver side
- Exposed gas tank
- Tank shells and ICV rounds
- Tire damage
- Vulnerability to small arms
- Vulnerable to infantry Gauss Rifles
- Vulnerable to MOAC

Infantry Combat Vehicle (ICV)



Description: These armored personnel carriers transport ground troops anywhere in a matter of minutes. If engaged, an ICV can sustain a high amount of damage and

usually returns fire with an automatic heavy cannon firing high-explosive rounds. The ICV is vulnerable to Claymores.

FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 2x Missile hits
- 1x Tank rounds
- 2x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Engine vulnerable to explosions
- Slight damage from AA Vehicle
- Slight damage from collision
- Slight engine and track damage from Gauss Rifle
- Slight vulnerability to Grenades
- Tracks can be disabled

Light Tactical Vehicle (LTV)



Description: The most common military vehicle on the island, the LTV (Light Tactical Vehicle) serves as the North Koreans' all-purpose vehicle.

It transports, it defends checkpoints, and it attacks as a reinforcement vehicle. Unlike the more heavily armored vehicles, the LTV can be damaged by small arms fire.

FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Gauss Rifles
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x AV Mines
- 1x Explosive Charges
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles
- 2x Gauss Rifle hits

PARTIAL VULNERABILITIES

- Collision
- Exposed driver side
- Exposed gas tank
- Tank shells and ICV rounds
- Tire damage
- Vulnerability to small arms
- Vulnerable to infantry Gauss Rifles
- Vulnerable to MOAC

Light Tank



Description: Though it has less armor than its Battle Tank counterpart, the Light Tank can still rule the battlefield. You want to be behind this Tank—not in front of

it—as it rolls out to crush and detonate whatever ends up in its path. It's a solid number two choice on the ground.

FULL VULNERABILITIES

- AV Mines
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x Explosive Charges
- 2x Gauss Tank rounds
- 3x Missile hits
- 3x Tank rounds
- 3x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Engine vulnerable to explosions
- Less armor than Battle Tank
- Slight damage from AA Vehicle
- Slight damage from collision
- Slight engine and track damage from Gauss Rifle
- Slight vulnerability to Grenades
- Tracks can be disabled
- Exposed gas tank

Troop Transport Truck



Description: This is a general transport vehicle that pulls all sorts of duty. You may find it mounted with a machine gun. You may find it loaded with North

Korean troops in the back. You may find it abandoned on the side of a road, and it's all yours.

FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

DAMAGE LIMITS

- 1x AV Mines
- 1x Explosive Charges
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles
- 6x Gauss Rifle hits

PARTIAL VULNERABILITIES

- Collision
- Exposed gas tank
- Slight damage from MOAC
- Tank shells and ICV rounds
- Tire damage
- Vulnerability to small arms
- Vulnerable to infantry Gauss Rifles

Sea

Hovercraft (Multiplayer Only)



Description: Hovercrafts generally patrol the water perimeter and lend gun support to the North Korean units on the beaches. You can hijack a hovercraft by

swimming up to it undetected and performing a Dolphin Jump out of the water and onto the ship's deck.

FULL VULNERABILITIES

- AA Missiles and flak
- Missiles
- MOAR (can be frozen)
- TAC Cannons
- Tank shells and ICV rounds

DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 2x Missile hits
- 2x Tank rounds
- 2x Vehicle-Mounted Missiles
- 5x Gauss Rifle hits

PARTIAL VULNERABILITIES

- Slight damage from Gauss Rifle
- Slight damage from MOAC
- Slight damage from rifles

Patrol Boat (Multiplayer Only)



Description: The heaviest of the armed boats around the island can pull into a port and seize control. The patrol boat has a large crew and the guns to punch holes

in beach bunkers. Its reinforced hull can take a beating (three times more, in fact, than the smaller boats).

FULL VULNERABILITIES

- AA Missiles and flak
- Missiles
- MOAR (can be frozen)
- TAC Cannons
- Tank shells and ICV rounds

DAMAGE LIMITS

- 1x Explosive Charges
- 3x Missile hits
- 3x Tank rounds
- 2x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Slight damage from Gauss Rifle
- Slight damage from MOAC
- Slight damage from rifles

Small Patrol Boat



Description: These Small Patrol Boats scout around the islands shores searching for enemy activity and disturbances. They generally patrol in pairs;

be on the lookout for a second craft as soon as you spot the first. If it becomes a nuisance, a single Missile can knock it out of commission.

FULL VULNERABILITIES

- AA Missiles and flak
- Missiles
- MOAR (can be frozen)
- TAC Cannons
- Tank shells and ICV rounds

DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles
- 5x Gauss Rifle hits

PARTIAL VULNERABILITIES

- Slight damage from Gauss Rifle
- Slight damage from MOAC
- Slight damage from rifles

Air

Attack Helicopter



Description:

The Helicopter provides easy insertion and evac operations, with enough armor and firepower to deal

with limited enemy forces. You'll be happy to see these boys when they fly in with sudden reinforcements. If they are hostile, a Missile might change their mind about approaching.

FULL VULNERABILITIES

- AA Missiles and flak
- Collisions
- Missiles
- MOAR (can be frozen)
- TAC Cannons
- Tank shells and ICV rounds

DAMAGE LIMITS

- 1x AA Vehicle rounds
- 1x Explosive Charges
- 1x Gauss Tank rounds
- 2x AA Missile hits
- 2x Missile hits
- 2x Tank rounds
- 2x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Slight damage from Gauss Rifle
- Slight damage from MOAC
- Slight damage from rifles

VTOL



Description: This Vertical Takeoff and Landing aircraft can fly at high speeds as well as lift off vertically. Its plating has more shielding than the Helicopter, and its

longer range makes it the choice on more missions within enemy territory.

FULL VULNERABILITIES

- AA Missiles and flak
- Collisions
- Missiles
- MOAR (can be frozen)
- TAC Cannons
- Tank shells and ICV rounds

DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 2x AA Vehicle rounds
- 3x AA Missile hits
- 3x Missile hits
- 3x Tank rounds
- 3x Vehicle-Mounted Missiles

PARTIAL VULNERABILITIES

- Slight damage from Gauss Rifle
- Slight damage from MOAC
- Slight damage from rifles



PROFILES IN COURAGE AND CORRUPTION


WARNING

Spoiler Alert! Some of the profiles in this section contain single-player plot revelations. Proceed with caution!

Character Profiles

Nomad

Rank: Special Forces Lieutenant

Call sign: Nomad

Description: Caucasian American, late 20s. Strong, athletic, average height, rugged looks.

Role: Player Character [Squad Leader]

Profile: An elite Special Forces soldier with a track record of exceptional achievement, Nomad consistently performs above and beyond expectations. Nomad has difficulty expressing his feelings and doesn't want to get close to anybody. He idolizes Major Barnes, feels a strong responsibility toward his squad, and is determined to complete his mission no matter what. His motives are driven, and divided, by his desire to complete his orders, and his loyalty to Major Barnes.



Prophet

Name: Major Laurence Barnes

Rank: Raptor Team Commander

Call sign: Prophet

Description: African American, early 40s, tall, imposing, a seasoned veteran of Gulf wars in Iraq and Iran, highly trained and educated.

Role: Squad Commander. Role model to Nomad, and leader to the team.

Profile: Barnes is grim, cold, and fatalistic. Although he cares deeply about his squad, he expresses his caring in the form of "tough love." He demands a lot from them, and expects them to get by on minimal praise. He seems gruff, but he's not above a brief, humane moment of genuine warmth with his squad mates if he feels they are too close to the edge. The cold exterior seems to be a mask, but most of the time only the mask is visible.



Psycho

Name: Sgt. Michael Sykes

Rank: Sniper

Call sign: Psycho

Description: Caucasian, British, mid-20s, average height, stocky, hardened features and a cold stare. From a working-class family.

Role: Squad mate



Profile: Psycho is a former SAS operative who joined Prophet's squad as part of an exchange program. His nickname comes from the squad's assumption that his SAS training left him psychologically scarred. He takes the nickname well, and acts the part for the squad, but he's not a bad lad. He's got a lot of heart, but he's rarely willing to show it. Psycho has a short fuse, and can switch from cold and unresponsive to hot and furious in an instant. He loves shooting things and doesn't think twice about killing.

Jester

Name: Martin Hawker

Rank: Infantryman

Call sign: Jester

Description: African American, late 20s, tall, heavy build.

Role: Squad mate

Profile: Jester wants to impress, and he wants to be taken seriously. He's well-read in science and politics, but not well-educated like Prophet, whom he greatly admires. Jester has a tendency to read and believe in bizarre scientific theories and outlandish conspiracies. They call him Jester not because he's funny, but because he's the butt of many of their jokes.



Aztec

Name: Harry Cortez

Rank: Intelligence and Communications

Call sign: Aztec

Description: Latino American, late 30s, short, average build.

Role: Squad mate

Profile: Aztec is extremely adept at dealing with almost any combat situation, and is a very intelligent soldier, albeit with a slight mean streak that has lead some in the team to label him a "smart-ass." Jester takes the brunt of his verbal barbs because Jester is less eloquent and usually unable to return the banter. Aztec enjoys making fun of Jester. Aztec is also multilingual, and he possesses a host of other combat talents that make him invaluable in hot zones.



Sarah Hansen

Rank: CIA Agent

Description: Asian American, early 30s.

Role: First of the scientists you meet. Turns out to be undercover CIA monitoring the other scientists' work.

Profile: Hansen's presence gives the first hint that there is some credence to Dr. Rosenthal's ideas. She proves that his theories are being taken seriously enough by the American government that they have sent in a CIA agent to monitor his work and his relationship with the North Koreans. When KPA General Kyong was on the verge of entering the Alien ship, he locked down the entire facility; Hansen could not get word back to her CIA colleagues at Langley about his progress. The situation was dire, so she escaped with her fellow scientist, Martin Badowsky. They were attacked by Aliens during their escape and Badowsky died. Hansen is still in shock because of the way her friend was killed.



Dr. Helena Rosenthal

Rank: Archaeologist

Description: Caucasian American, early 30s. Intelligent, stubborn and steadfast.

Role: Expert on (and discoverer of) Alien technology. Following in her father's footsteps.

Profile: Helena has spent almost her entire life following her father around the world. This has made her independent, sometimes fiercely so, and also a little distant to others. She's a veritable genius—able to make outstanding leaps of logic based on the deep knowledge of the subject she's learned from her father. She is not only strong-minded, but also strong-headed. She has no respect for authority, and is almost blissfully unaware of her expected role in any organization or situation. She was not being held on the island against her will. She was there because her father was working with the North Koreans. However, due to recent events, the North Koreans have made it impossible for her to leave.



Major Clarence Strickland

Rank: Marine Corps Major.

Description: Caucasian American, early 40s.

Role: Leads a U.S. Special Operations Team as they invade the island. Becomes your guide when Prophet goes MIA.

Profile: Strickland is the gung ho leader of Team Idaho, the U.S. invasion force on the island. He's at home on the battlefield and thrives in a combat environment. He has dedicated his life to the U.S. Army and his enthusiasm for the job never wavers, even under intense pressure and when fighting against impossible odds. He demands and receives unquestioning loyalty from his troops, and is usually at the frontlines of battle, setting an example in bravery.



Admiral Richard Morrison

Rank: Joint Forces Commander

Description: Caucasian American, early 50s, average height, stocky, gray hair.

Role: Admiral and Commander of the *USS Constitution*.

Profile: Morrison didn't get to be Admiral by standing around listening to fools. He doesn't like Prophet or his squad, especially not their unconventional, unregimented, and sometimes disrespectful attitudes. He recognizes that they are a useful tool, but isn't interested in their opinions. Arrogant, brusque, and with a no-nonsense attitude, Morrison is used to having people shut up and listen when he speaks. Generally, those who disagree with him end up in the brig.



Dr. David Rosenthal

Rank: Lead Archaeologist

Description: Caucasian American, early 50s, average height, stocky, grey hair.

Role: Expert on (and discoverer of) Alien technology. Father of Dr. Helena Rosenthal.

Profile: Dr. Rosenthal has been all over the world chasing evidence on lost civilizations. He's obsessed by the idea of a prehistoric people who were light-years ahead of modern man in technology. He thinks that the pieces of buried Alien technology are evidence of this lost civilization's existence. When he discovers an almost-complete Alien exoskeleton on the Lingshan Islands, he thinks he has found his Holy Grail. Dr. Rosenthal sees the discovery of the artifact as a fulfillment of his life's ambition. He is in awe of its power and fears the consequences of its discovery, but he is determined to learn more about it. He is being held on the island against his will, but he believes that cooperating with the North Koreans is the best means of furthering his research.



General Ri Chan Kyong

Rank: Leader of North Korean forces.

Description: North Korean, early 40s. Average height and build.

Role: Main antagonist and commander of enemy forces (human). Facilitates the opening of the Alien ship.

Profile: Kyong is ferociously ambitious, and is the youngest general in the KPA by a good margin. He has been convinced by Dr. Rosenthal's work, and sees gaining access to the "artifact" as a means to advance his career to the next level to gain ultimate power for himself. Unlike other North Koreans, he has been independently schooled, and spent much time in the West. He's only superficially concerned about furthering the cause of the Great Leader. Normally calm and collected, Kyong has become so obsessed with opening up the ship he can no longer control himself. Many suspect that he has lost his mind, perhaps due to prolonged exposure to the mysterious artifact.



Enemy Forces: KPA Army

KPA Infantryman

Threat Level:

Armaments: Pistol, FY71, Grenade, Sniper Rifle

Also Appear As: LTV (driver/gunner), Small Patrol Boat (driver/gunner), KPA Helicopter (pilot)



The least competent of the North Korean soldiers are also the most common type of enemy you'll meet in the combat zone. Don't expect them to drop immediately, however, since these foes usually come slightly more armored than other KPA foes. Simply aim for the head, as this inflicts an instant kill, regardless of the helmet or cap the Infantryman is wearing. Otherwise, the walkthrough section details specific tactics for dealing with this enemy. Enemies atop sniper towers, on boats, and driving vehicles are all likely to be of this type.

KPA Recon

Threat Level:

Armaments: Pistol, FY71, Grenade, Shotgun, Sniper Rifle



Usually encountered in teams of three or four, these foes differ from the Infantryman in their tactics: They will try to outflank you and have a propensity for attacking from hidden positions. As their headgear is usually a Recon boonie hat, these foes are just as susceptible to head shots as regular Infantrymen. Treat them in the same manner as the Infantryman, but be on the lookout for other members of this soldier's team if you only spot one or two.

KPA Squad Leader

Threat Level:

Armaments: Pistol, FY71, Grenade, SMG, Shotgun



Infantrymen and Recon units, and sometimes Special Forces, are lead by a well-armored foe wearing a maroon-colored beret. These Squad Leaders offer commands to the team, and killing them should be your first priority, as they tend to be more cunning when hunting you. Also, their squad sometimes suffers a morale hit when their Squad Leader is dispatched, which benefits you. Aside from a higher intelligence, and (occasionally) a different weapon, Squad Leaders should be defeated in the same manner as regular troops.

KPA Special Forces

Threat Level:

Armaments: Pistol, FY71, Grenade, Shotgun, SMG, Rocket Launcher, Various Augmentations, LTV (turret)



The real shock troops of the KPA, the Special Forces soldier is a dangerous foe, and is even more problematic when encountered in groups. The heavily armored version is clad in protective armor with a solid helmet, and these foes require at least three times the bullets to take down, compared to the previously mentioned troop types. They usually operate in helicopter-inserted strike teams or are tasked with guarding high-value installations.



WARNING

Watch out! Heavily armored soldiers are sometimes knocked down by your gunfire, but not defeated. Be sure these foes are dead by checking that they have dropped their weapons, or by executing them with a head shot.

KPA Nanosuit Soldier

Threat Level:

Armaments: Sniper Rifle, Shotgun, SMG, Minigun



It seems that the KPA have learned a little too much about the U.S. Military's latest battlefield armor, as a few specialized soldiers—the veterans in General Kyong's guard—are equipped with a Nanosuit (albeit a cheap knockoff). When attacking them, watch for the color they change to, so you know what suit function they are employing. In addition, you must continuously fire at these foes and expect them to survive even a couple of close Shotgun blasts. Keep firing until they drop.

Enemy Forces: Alien

Alien Entity

Threat Level:



Encountered only in the core of the Alien ship, the Alien Entity is the life force that operates (and created) the Exosuits that have been unleashed upon the earth. In their natural, freezing, zero-g environment, they are lithe and mobile. You must react extremely quickly to the beast's charge; blast it with a Shotgun as it closes. Even if your visor is obscured, keep firing until the foe explodes in a shower of strangely tinted ectoplasm. You can also grab this Alien, and Strength Punch it, but this is much more difficult.

Alien Scout

Threat Level:



The most mobile of the Alien exoskeletons, the Scout is a multipurpose aerial combat unit. It can provide stealthy reconnaissance of potential hostile areas, engage in combat with ground and air troops, and rapidly deploy troops to strategic areas of the battlefield. Early in the game, Alien Scouts will be very cautious, but they get more aggressive as the game goes on. While the Scout is a tough nut to crack, a couple of well-placed shots with the Gauss Rifle will take it down.

Alien Trooper

Threat Level:

Don't be fooled by the smallest Alien combat unit: They are compact, dangerous and aggressive. The Trooper is the base unit of the Alien invaders. It is an autonomous, mechanical, first-strike force, designed to soften up the enemy before the big guns arrive. They tend to charge to strike, and their icy proximity causes most human organs to shut down: only your Nanosuit saves you from the extreme cold they emit. However, evasive tactics are the key to surviving; back away or seek cover and blast the beast with the MOAC, or the Shotgun.



Alien Exoskeleton

Threat Level:

A slow-moving quadruped with a devastating attack, Alien Exoskeletons are few in number, because they are expected to be destroyed, and you will rarely see more than one at a time. When you do, you're in for the fight of your life against one of these giants. Destroy it with the most powerful weapons at your disposal, while using the behemoth's plodding nature to your advantage and sidestepping its attacks.



Alien Warship

Threat Level:

The ultimate Alien Exoskeleton, this monster usually only gets wheeled out when the primary Alien ship is threatened. It is so enormous that it cannot cover large distances unassisted. Its attacks are so destructive that no human can withstand them.



POINTER

For more general and specific combat tactics for tackling all KPA soldier types and the Alien menaces, and for information on the various tactics the KPA uses against you, refer to the Training and walkthrough chapters.



STAGE I: CONTACT

STRATEGIC MAP AND OVERVIEW

AVAILABLE INTEL: LOCATE AND EXTRACT CIVILIAN HOSTAGES

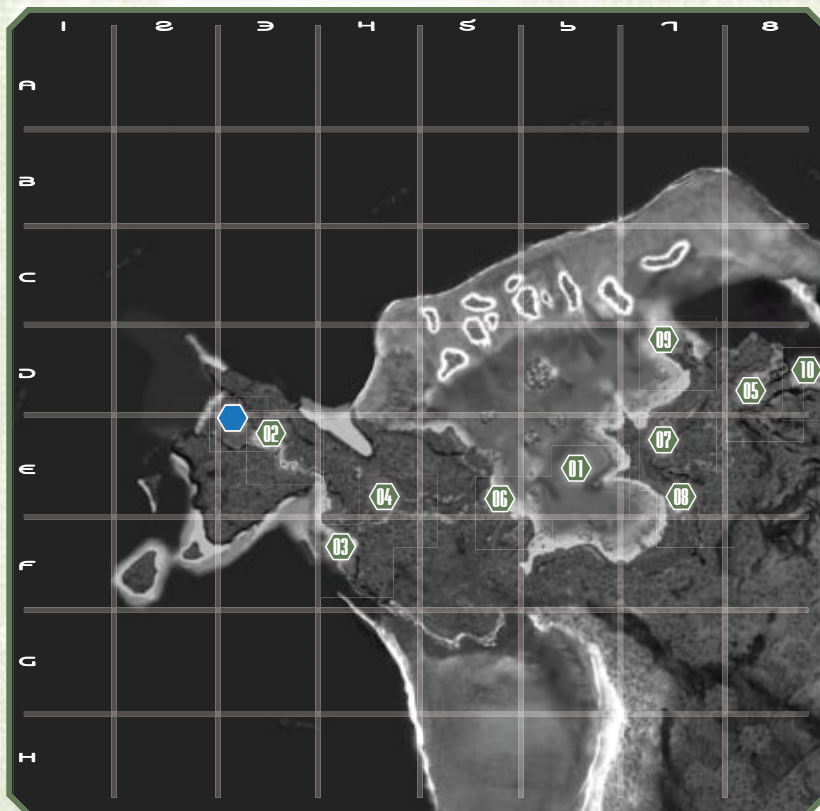
The North Koreans have illegally occupied an island in the east Philippine Sea. Dr. Rosenthal and a team of four U.S. archaeologists are being held by the KPA (Korean People's Army). Locate and extract all five hostages.

After a frantic drop and an inexplicable midair collision, your team is left dotted across the island. Utilize the basic functions of your suit, learning the powerful tactics you can employ with it, and meet up with Jester to aid Aztec. After a gruesome discovery, you must attack a small band of KPA soldiers at a small, dilapidated beach farm to knock out a GPS jamming device.

Then comes a sortie through woodland and a beach to neutralize an increasing KPA presence before a real tactical challenge presents itself: an attack on a small KPA compound and beach jetty. With this secure, move on along the beach, dealing with a number of small pockets of resistance, before turning your attention to a command post where a larger group is stationed. Optionally, additional defenses can either be assaulted now, or after you investigate a rocky promontory where a communications trailer must be infiltrated and Tactical Network Data downloaded. Only then are you advised to rendezvous with your remaining team members, who have discovered an anomaly deep along a jungle trench.

LEGEND

 Deploy Point  Objectives



OBJECTIVES

Grid Ob #. Description

E6	01	Land at the Predes-ignated Point
E3	02	Get to the Beach
F4	03	Rendezvous with Jester
E4	04	Assist Aztec
D8	05	Rendezvous with Your Squad at the Landing Zone
E5	06	Locate and Disable the GPS Jamming Device

Grid Ob #. Description

E7	07	Regroup at the Signal Location
E7	08	Investigate North Korean Command Post
D7	09	Access North Korean Tactical Network
D8	10	Rendezvous with Your Squad at Anomaly

Objective 01. Land at the Predesignated Point



"Our job is to locate and evacuate. We're not at war, here!"

—Prophet

You begin the sortie in the cargo bay of a C-18A Skylord. Raptor team leader, Prophet, briefs you, revealing that contact was lost with a Dr. Rosenthal. A distress signal from the doctor's boat was picked up, which was the last clue to his team's whereabouts. The pilot indicates the jump is green, and you run out to begin the drop.



01. Parachute Plummet

- Major Laurence Barnes Encountered!
- Sergeant Michael Sykes Encountered!
- Private Martin Hawker Encountered!
- Private Harry Cortez Encountered!



For information on Raptor Team, consult **Chapter 04. Profiles in Courage and Corruption.**

C-18A Skylord Obtained!



For additional information on the C-18A, consult **Chapter 03. Along for the Ride.**



There's a single path to follow, and that's straight down! Freefall as your team talks about the archaeologist you're rescuing. Be sure to look ahead at the island; notice

the rocky gullies, atoll, and circular beaches, as well as the blinking lights of a KPA Command Post in the far distance.

During the freefall, while the team ponders the real reason for this mission, you can spin around and check the ocean. North Korean frigates are moored in the water close to the island.



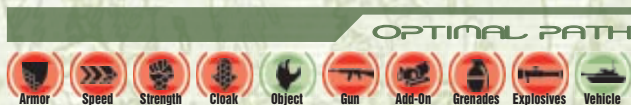
ADVISORY

- Use your mouse to look around.
- Press **[Esc]**, then go to **Options > Mouse & Keyboard Setup** to invert or tweak the sensitivity of your mouse.
- You normally press **[Spacebar]** to deploy your parachute. However, it is automatically rigged to deploy on this occasion.



After the team deploys their parachutes, you're struck by something that sends you plummeting downward. Simply wait to hit the water. Your suit is knocked offline, and the HUD is scrambled. Regain your bearings while Prophet orders the team to check in.

Objective 02. Get to the Beach



02. Splashdown



As soon as you hit the water, point yourself southward (use your suit's compass in the bottom-left corner of your HUD) and begin to swim to the small beach ahead. Prophet checks the status of the team. Everyone has missed the LZ, and Aztec isn't responding. Move directly to the beach to begin the next objective.



ADVISORY

- Use **[W]** to swim forward. Point the mouse down to dive, and up to surface.
- Use **[S]** to slowly swim backward. Look down and **[S]** to surface.
- Use **[A]** or **[D]** to swim sideways. Combine with mouse movements left and right to swim in a circle.



WARNING

Don't stay in the water too long! If you swim out too far, you might fall prey to the sharks that patrol these waters.

"Did ANYONE hit the LZ?"

—Jester



Walkthrough

CONTACT
Objective 02



Instead of moving directly to the beach, you can play around in the lagoon for a while, studying the schools of tropical fish darting about.



You can also turn and head north, toward the ocean. However, you need Prophet to run a suit diagnosis, so this isn't advised.



WARNING

If you swim past a certain boundary and later move over a particular area away from the objective you're heading to, you'll be prompted to return to the theater of operations. Failure to comply within the time period results in your taking damage. Avoid this!

Objective 03. Rendezvous with Jester

"Still no word from Aztec, Nomad. Head to Aztec's location."

—Prophet

OPTIMAL PATH



03A. Part 01: Nanosuit and Weaponry Check

Emerge from the water. Prophet runs a full suit diagnostic, rebooting the system and reactivating your Nanosuit's abilities. Prophet is still having problems locating Aztec. Jester has landed on the beach quite close to your location; find Jester.



ADVISORY

You should spend some time checking your Nanosuit:

Armor:

- This is a good default setting, and one that Cloak switches to when the power runs out.
- Armor absorbs enemy attacks, effectively giving you a rechargeable shield.
- Your Nanosuit also administers health if you're not using Armor or the damage is more severe than the Armor can stand.
- Therefore, you need not search for items to augment your armor or health.



Speed:

- Enabling you to move at a quicker rate than normal, combine this with your Sprinting ability—**[Shift]**—to cover long distances quickly.
- Effective when used to dash for cover across open areas.



- If you come under fire, it is sometimes less dangerous to flee to a hiding spot.
- Remember you must manually select Armor if you wish to switch.

Strength:

- One of the most useful abilities, this allows you to make long, vertical Strength Jumps that enable you to traverse otherwise-impenetrable scenery.
- Your punching attacks are also much stronger, and the weight of objects you can strike is also increased.
- You can easily jump out of deeper water onto a jetty (for example) without needing shallow water or a ladder.
- When firing weapons at distance, your aim is far less shaky.



Cloak:

- Effectively turns you invisible, except for a slight shimmer that enemies only spot when you're at close range.
- Incredibly useful, it allows you to sneak up and attack foes without them spotting you.
- The true definition of stealth: Cloaking allows you to infiltrate enemy strongholds without being seen or firing a shot.
- However, the energy used is great and soon runs out, auto-switching to Armor to recharge. Watch your energy when employing this ability.



General Tips

- Test out Speed (normal movement) and Sprinting (with **[Shift]**) on the beach.
- Test out Speed (normal movement) and Sprinting (with **[Shift]**) in the water.

- Test out Strength Jumping on the rocky outcrops.
- Compare Strength Jumping (Ⓕ3, then  or  to select ability, then  to normal Jumping (.
- Compare Strength Punching (Ⓕ3, then  or  to select ability, then  to normal Punching (.
- Check out the objects you can strike by Strength Punching the upturned boat.
- Ⓕ3 selection of Nanosuit powers and weapon augmentation is faster than pressing . Practice quick changes between suit functions.
- Be sure you can quickly go from Speed to Armor, or Strength to Armor, in preparation for combat to come.
- You can also access Weapon Add-ons by pressing  to access your Weapon Modification; this is much quicker than pressing  or even the mouse button. Press  again to return to the action.



WARNING

Remember that you're still in combat when you augment your weapon or change Nanosuit function and can still be harmed by enemy fire!

-  Unarmed/Fists
-  Pistol (Bauer SOCOM) Obtained!
-  SCAR Combat Rifle Obtained!



POINTER

Your Pistol is equipped with a Laser Light Module that includes a Flashlight and Laser Sight. Refer to Chapter 03 Weapons Detail for additional information.

Switch between the Flashlight and Laser Pointer to see which add-on you prefer. Remember that dawn is about to break, so switch to the Laser Pointer as soon as this happens. Your Night Vision Goggles () diminish the need for the Flashlight.



ADVISORY

Finally, there are some other useful functions to try out at this time:

- Use  to check on your current and past objectives.
- Be sure to use the compass directions on your HUD.
- Press  to bring up your Strategic Online Map. The location of Jester can be seen.
- Finally, try movement and circle-strafing on the beach before continuing up the gully.



The quickest way to Jester's location is up through the beach gully due

south of you. Begin from the beach entrance . Wind around the rocks, using  to Sprint and Speed to cover the distances quickly, until you reach a low gap in a rock wall .

 You can also try Strength Jumping across the tops of the rocks dotted along the pathway; this gives you an idea of how high you can leap.

 Your punching and weapons can also bring down any of the palm trees in this area; Strength Punch or shoot them. It is wise to use silenced Pistol fire if you want to expend ammunition.

When you reach the low gap in the rock wall, you can Crouch using  (). However, it isn't mandatory; you can bump your head and automatically stoop to maneuver

into a debris-strewn area. Here, you can begin to interact with a variety of objects, both light and heavy. For almost every object, you can try one of three actions (shown using a rusty washing machine):



 You can pick up an object using . Drop it again using  or Fire (.

- This is useful if you need to carry an object (to place somewhere, such as a vantage point to stand on).
- You can't fire a weapon while carrying a heavy object like this. However, for objects you can pick up in one hand, a weapon can be used, too.
- Certain objects (such as those made from glass or wood) break if repeatedly shot, dropped, or thrown.
- However, metal objects (such as barrels and this washing machine) stay intact even after repeated battering...
- ...so you can use them as a moving shield if you wish, throwing it at a foe, or dropping and hiding behind it.
- There's no need to switch to your fists before picking up an object; it is done automatically.
- Similarly, when the object is dropped or thrown, your previous weapon is drawn. This enables quick object manipulation without weapon changes.



Walkthrough

CONTACT Objective 03

OPTIMAL PATH



03A. Part 02: Beach Gully Reconnoiter



You can also strike an object using the Melee Attack (T).



- This can be used on enemies as well as objects.
- It is used to smash apart the barricade at the other end of this area.
- The object is shunted forward; this is good if you want to topple an object off a high ledge onto an enemy, for example.
- For this technique, you can use your fists or the butt of any weapon to "pistol whip."
- A heavy object struck by this move can knock a foe off their feet.
- Glass and wood objects may break, and the smaller the object, the better the chance of it breaking.
- Building walls can also be destroyed or knocked forward using this maneuver.



By holding down (F), you can throw most objects.

- There are exceptions: The rusting oven near the barricade cannot be lifted. It (and anything bigger) isn't likely to be picked up.
- Most breakable objects (made from glass or wood) shatter upon impact.
- Most other objects (made from metal or plastic) can be thrown additional times.
- Throwing objects takes time. Pick up the object, then press (F) again and hold it. Release to throw.
- The direction you throw is important; try throwing the washing machine vertically, as well as at the rock walls.
- Strength Throwing is important: Try both normal and Strength Throwing and you'll see the distance of a Strength Throw is usually doubled and the object travels with more force.
- This is a key technique for dropping enemies: Hurl objects into them and finish them with a weapon, punching, or additional object-throwing.
- Smaller weapons can be held and fired as well.
- Even enemies can be grabbed, throttled, and thrown into other enemies!

When you have finished learning how to effectively pick up, place down, smash, and throw the objects scattered about here, continue along the gully until you reach an area of rocky ground (B). Prophet radios in.

OPTIMAL PATH



03A. Part 03: Contact and Combat with the KPA.



From this point on, the Walkthrough provides **Optimal** tactics for taking down enemies and securing areas. The techniques are usually based on silently tackling the fewest foes possible, and putting yourself into as little danger as possible. **Optional** tactics showcase a much wider array of possibilities, many reckless, but all extremely satisfying to attempt!



Prophet is registering enemy heat signatures in the area. Use Jump (Spacebar) to get onto the rock floor, Cloak, and step around the overhanging rock

wall to the right. Look up at a waiting KPA Scout. Zoom in and tag the soldier quickly with a constant firing of silenced SCAR rounds.



This is the first opportunity to use the Lean move (Q or E); allowing you to quickly peer around corners to check for incoming dangers before darting back behind cover. It is most useful at the corners or entrances to buildings.

Korean People's Army Scout Encountered!

If you watch the foe, he walks down the rock wall to the beach in front of you.

However, striking early makes the subsequent fight easier. If you wait, you can tag him at point-blank range by crouching behind the large rock to your left. He also drops his weapon. Usually it slides down the rock wall to the sand at your feet. If it doesn't, head up the rock wall he was standing on after all foes are defeated. Pick up the weapon.





ADVISORY

Binoculars: Before you strike the first foe, bring out your Binoculars (B) and scan the area while Cloaked. You can easily spot the red target around the first foe, and two more signatures through the rock. The Binoculars are an important and vital piece of kit, easily allowing you to see foes that are hiding. Use this function often!



APPROVED TACTICS

Switch to Armor to re-energize, then switch back to Cloak. Move out into the open beach area. Two KPA Scouts are patrolling the area near a flare with their weapon flashlights on. Take up a defensive position behind a rock or the upturned boat (A) and shoot the first foe with silenced weapon fire.



When the foe drops, duck behind the cover using Crouch (LEFT Ctrl). Cloak again and move (or Crawl) to secondary cover, such as the rock

formations or palm trees on the left side of the beach (B). Then target and drop the last foe. Silenced weapons aren't needed. When you're done, inspect the area around the bodies for dropped weapons.



ADVISORY

In addition, you can attempt the Crawl maneuver (Z), which drops you to the (relatively flat) ground. This is useful when you want to snipe from a vantage point or hide behind cover while your Cloak re-energizes. You are prone, so close enemies can easily strike you, but mid- and long-range foes find the cover, and your body as a smaller target, more difficult to strike.

FV71 Obtained!



ADVISORY

After all three foes are defeated, and you're looking for their dropped weapons, bring out your Binoculars. Scan the ground and you'll see that any ammo location is shown by a blue arrow. This is particularly useful when rummaging for fallen ammo in thick jungle undergrowth.



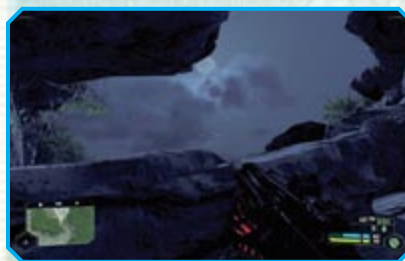
With the area secured, move down the beach, either through the grass and trees

(B), or around the beach. Use Speed to cover this distance quickly. At the rendezvous with Jester (Checkpoint 03), look up and left. Jester drops down from his rocky perch.

OPTIONAL PATH



03B. KPA Additional Takedown Techniques

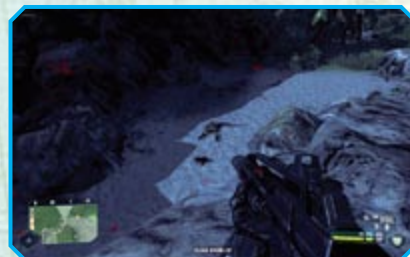


Plan 01: Instead of stepping out around the rock wall to tag your first foe, turn around just as you leave the object-filled grotto. Use Strength Jumps to

reach the top of the rock wall on the western side (H). Leap across the gap below, which is the path you just came from.

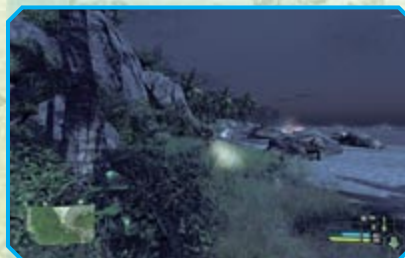
Keep maneuvering along the western side of the rock wall to the area above and right of where you were instructed to jump using (Spacebar)

(E). Cloak, then drop down to the sloping rock with the first foe on it and tag him from above. Now walk down the rock outcrop.



tag the first foe (or firing and alerting the others).

Plan 02: Use Strength Jumps to reach the eastern side of the rock wall (H) and, instead of leaping the gap, make your way along the edge of the rock wall, Cloaking to



Then continue along the inner hillside overlooking the beach to the area where the next two foes are (B) and cut them down from this vantage with

Cloaking and cover. Or, drop into the grassy dell with the palm trees and fight in this area.

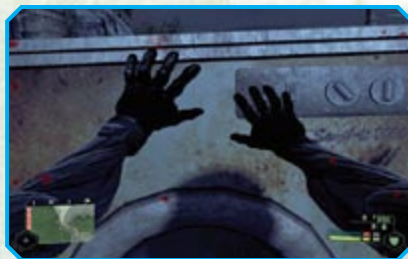


Walkthrough

CONTACT
Objective 03



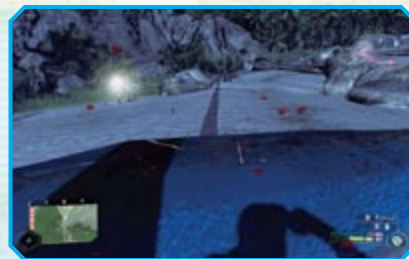
Plan 03: If you're facing the final two foes, you can return to the object-strewn grotto and return with a barrel or washing machine. Strength Throw it into the first of the two soldiers. You can use it to hide behind, or grab it and repeat the plan with the second foe.



Plan 04: You can switch to Speed and charge both foes with non-silenced automatic rifle fire to down the first, then switch to Strength and Punch them into submission, or use a Strength Jump into melee combat.



Plan 05: Maneuver to the upturned boat (potentially without the foes seeing you), and Strength Punch the boat into both foes, knocking them over. Sprint up and finish them with punches, gunfire, or another boat crush.

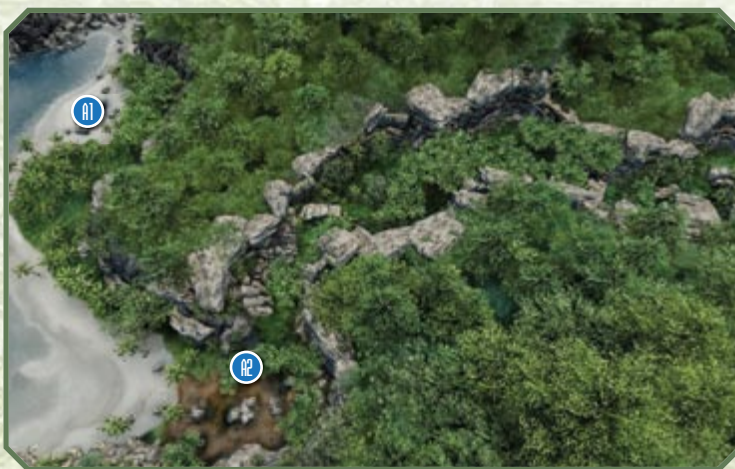


Plan 06: Use Speed to launch a charge into the first foe, and grab him by the throat. Use his body as a "meat shield," absorbing the gunfire from the second foe. Then throw one foe into the other, ideally using Strength.



You can also have some fun Cloaking and grabbing the red flares to freak out the two enemies before dispatching them in whatever method you wish. Or shoot, grab, and otherwise manhandle the small wading birds en route to Jester.

Objective 04. Assist Aztec



"Madre Santisima! No temeré ningún mal! No temeré ningún mal!"

—Aztec



To complete this objective in a slightly slower time, simply Sprint up the winding path from the beach with Jester and into the gully; employ Speed if you wish. Aztec's fate is the same no matter how quickly you reach him....



04A. Scaling the Gully Entrance



Aztec radios in that he's stuck in some trees, and he's not alone. He begins some terrifying shrieking. This isn't good! You're ordered to assist, so bound up the rocks **A1**, ignoring the winding

path, and head up into the gully entrance **A2**.

Use a combination of Speed and Strength Jumps. Move into the gully, following it east as you can hear faint screams and strange whistling thuds, until Aztec is found.



Or, use Constant Strength Jumping to scale the east (left) or west (right) gully wall at the entrance **A2**. Now patrol the top of either gully side as Jester heads up the main gully path below until Aztec is found.

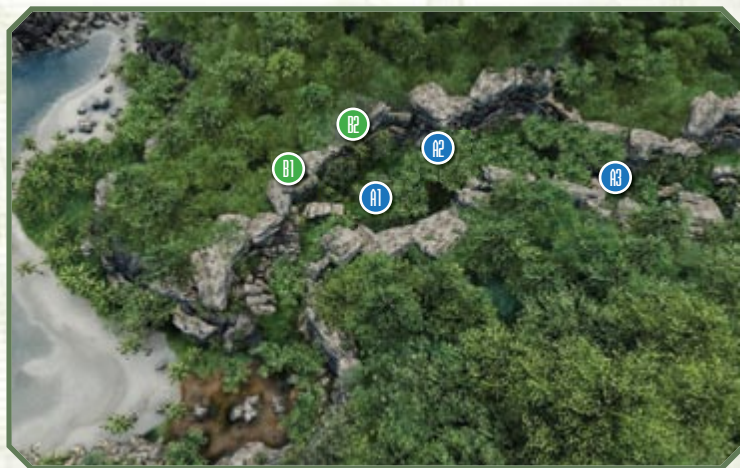
A pool of blood is a prelude to a fright, as Aztec's body hangs from a tree, half torn apart! Prophet orders a rendezvous at the landing zone while Jester cuts down Aztec and destroys his suit.



ADVISORY

Constant Strength Jumping is a great technique for scaling long, vertical rock walls. Press down and hold **W**, **Shift**, and **Spacebar** to continuously Strength Jump, varying the direction and pausing while moving forward to let your suit recharge.

Objective 05. Rendezvous with Your Squad at the Landing Zone



"Hold on, I'm seeing movement ahead. Switch to Cloak mode."

—Jester



ADVISORY

In addition to your Binoculars, employ Night Vision Goggles to aid in locating your foes, or wait for the sun to rise to find your foes and the weapons they drop. Your foes' flashlights can cause you to have difficulty locating them when firing. Cloak and retreat, and then attack them from the side.



Walkthrough

CONTACT
Objective 05

OPTIMAL PATH



05A. Silent Slaying



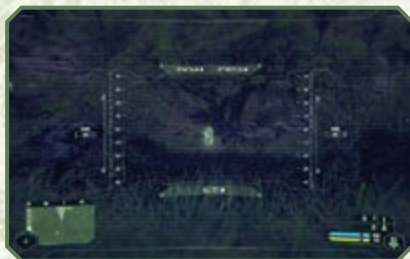
ADVISORY

Binocular Bonus

Before you head out, use the Binoculars to scan the gully ahead and pinpoint the location of the next two enemies.

You and Jester are instructed to continue up the gully to locate whatever killed Aztec. Move southeast farther into the gully. Perform a Strength Jump up the waist-high rocks

in front of you (A1), or simply move right and leap up normally. Jester advises you switch to Cloak mode and select a silenced weapon. Oblige him if you're after an easy combat takedown. Optionally, use the Binoculars to check positions of both foes.



in the long grass and attack the second foe by rushing them while firing.



Or, Cloak and rush the first foe, switch to Strength, leap and land on the first foe, grab him or punch him. Then throw the body into the second foe, or charge and blast him.



APPROVED TACTICS



Crouch behind a rock (after switching to Armor to regain suit power) on the left side of the gully (A2), looking ahead and right. Cloak, then tag the lead foe in the head. Crouch again. Learn how quickly Cloak power is used up, depending on how fast you move. Also, remember that you'll switch to Armor as soon as you fire.

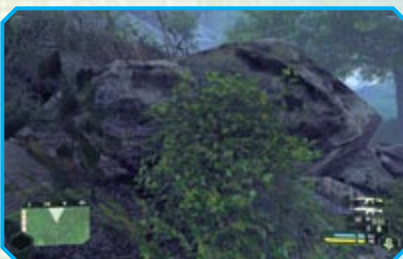


radio communication from Prophet (A3, Objective 06).

Sidle from this spot using Cloak, down the second foe, and then de-Cloak. Continue up the gully trail in a vaguely southern direction until you receive a



05B. Ravine Rampage



At the rocks blocking your path, Strength Jump to the left and scale the gully rock wall until you're above it (B1). Work your way south-eastward, using

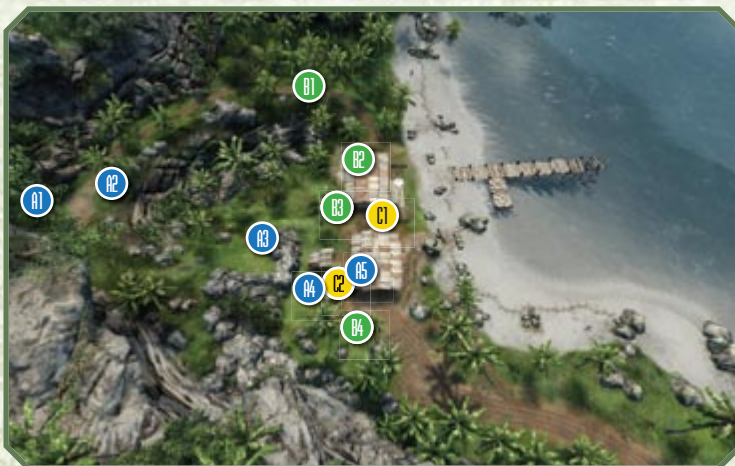
Cloak to ensure you aren't seen, until you're above the KPA patrol (B2, use Binoculars to locate the foes).

Drop to the crawl position, Cloak, and zoom in using the rifle (F2). Aim for the head, dropping the first foe, and retreat, powering your suit. Then tackle the second enemy. This long-distance shooting wastes bullets, but hones your skill with a ranged weapon.

Or, you can Strength Jump off the gully wall above the KPA (B2), shooting at the foe you're dropping on as he freaks out, then charge the other one quickly.



Objective 06. Locate and Disable the GPS Jamming Device



"Nomad, we're blind here until you can find that jammer!"

—Prophet



Continue up the gully path as dawn breaks. Prophet has just lost the comsat to JSOC. The likely culprits are the KPA and a nearby jamming device. It needs to go offline. Work

your way around the large rocky outcrop on the left (B1) to the gully exit in the hillside overlooking the ocean (B2).

Strength Jump up the left rocky outcrop (B1) to quickly reach the gully exit with the KPA jamming unit below you.



Plan 01: Stop and check your view. There's a path to the left and a ravine ahead leading down to a small beach hut, an open barn, and a rickety chicken coop. The most important part is a transmitting array between the hut and jetty. Watch the patrol paths of four KPA Scouts from here.



Cloak, and walk [don't Sprint] down the ravine to the rocks to the right above the barn (B3). De-Cloak and re-energize. Cloak and move to the crates by the barn fence entrance

(B4) where the first foe is waiting. Quickly defeat him with rapid, silenced rifle fire. Re-energize behind the wooden crate.



06A. Part 01: Killing the Quartet Quietly



of the barn, or at the fence, and Cloak. Step out and tag the third foe on the beach.

A fourth foe is either in the hut or patrolling the water's edge to the south of the GPS transmitting array. Bring him down. The area is more or less secure, save for any Small Patrol Boats in the water that spot you. For this reason, keep away from the jetty.



ADVISORY

This plan allows you to defeat the smallest number of foes possible (there are no reinforcements called), as quickly and quietly as possible. However, reinforcements arrive by LTV if you are less skillful and make noise. If you defeat them with the LTV intact, you can use this vehicle. See **Optional Path 06B. A Clean Sweep** for more information.

Plan 02: Run down the ravine, with Speed engaged. Turn right into the barn, overwhelm the fire foe with gunfire, then expertly aim at the head of the foe on the jetty. Next, move inside or around the hut and double back on the two remaining foes, using cover and switching to Armor if you're shot. You're quicker than the foes as long as you aren't wounded severely.

ADVISORY

Try to attempt quick bursts of rifle fire to down these lightly-armored foes. Attempt headshots whenever possible, as this brings down enemies much quicker. Reinforcements are called if you make a noise, and the two enemies on the beach launch a flare. Expect a Small Patrol Boat to strafe the shore if you venture to the jetty. Also, expect a two-man LTV to drive to the barn and another foot soldier approaching from the road to the southwest.

Pistol (Bauer SOCOM) Obtained!



06A. Part 02: GPS Transmitting Array Takedown Tactics

GPS Transmitter Array Obtained!

When the coast is clear, or after you've finished any of the Optional Plans, you should restore the comsat signal to JSOC. There are three possible options here:

Plan 01: There is an open console panel on the side of the GPS jamming device. Flip the switch here to shut down the transmitter and restore the comsat signal.



Plan 02: You can run up to the array and Strength Punch it. It explodes, but you are relatively unharmed. This alerts any foes, so be sure the area is secure first.

Plan 03: Or, collect the gas canisters from the barn and fence area, arrange them at the foot of the trailer, and blow them up with gunfire.

Once the GPS map functionality of your Nanosuit is back online and you complete this objective, Prophet radios in with a change of plans: The LZ is overrun. Psycho and Prophet are en route to the location of the distress signal. Your plans are to regroup at the signal location [Objective 07].

OPTIONAL PATH



06B. A Clean Sweep



Plan 01: From the top of the ravine (12), use the Binoculars to check enemy locations, then use Speed and head left, down the dirt path (11). There's a foe by a tree as the

path winds down. He tries to flee. Drop him, but make sure he sends a flare and sounds the alarm. Switch to Armor if he flees uphill into the trees, and stalk him. Two additional foes and an LTV arrive from the southwest.



Head to the two-room hut immediately (12). Skirt the back of it away from the beach. Use the fence and walls as cover. Cloak and tackle each foe in turn. Move around

the outside corners of the hut (13), line up a shot, fire, dash and Crouch in cover while in Armor, then Cloak again.



Walkthrough

CONTACT
Objective 06

An LTV trundles to the opposite side of the barn, and two additional foes disembark. A third may be prowling the beach to the left of the road. Tackle the LTV foes as they exit the car from the chicken coop and exterior fence (H). Try to keep the LTV intact if you wish to use it. This plan allows you to enter it when the combat has ended.



WARNING

Stay away from the beach and jetty as you'll be struck by gunfire.



ADVISORY

Take the silencer off your weapons if you don't mind making some noise, or if you want foes to investigate the noise.



Type 2B Light Tactical Vehicle (LTV) Obtained!



KPA Small Patrol Boat Obtained!



ADVISORY

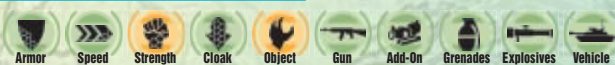
With aimed rifle fire, you can snipe both crewmen of the Small Patrol Boat and commandeer it for yourself!



Plan 02: Alternatively, stay at the top of the ravine (B) and shoot the foe walking in the barn. Then remain here in Crouched cover and wait for the KPA to head up

the ravine, firing at you. Return fire, cutting them down one at a time.

OPTIONAL PATH



06C. Nomad Gets Mad



Plan 01: Switch to Strength and your fists. Run straight down the hill through the gap between the hut and barn (C). Leap and tackle the first guard by the

chicken coop with a Strength Punch. Don't let him run into the hillside. If you aren't adept at Punches, bring him down with gunfire.

Move around the hut and tackle three foes on the beach and around the hut with Strength Jumps, landing to strike with Punches, while the LTV heads to the opposite side of the barn.



Rush around the back of the barn (E), pick up a barrel, and throw it into one of the troops, or the LTV to slow it down. An expertly thrown barrel can cause the LTV to lose control in a spectacular fashion!



As the troops emerge, Strength Punch the LTV so it slams into the foes. Mop up survivors using your Punches.

Plan 02: Or, Strength Punch or shoot building supports to topple the roof or walls down onto foes, then Strength Punch the corrugated iron roofs into foes to finish them.

OPTIONAL PATH



06D. Beachfront Property Damage



Plan 01: Almost anything scattered around the hut and barn can be used as a weapon. The best weapons are those you hold in both hands, then throw (by holding and

releasing (F)). Try the outboard motor (in the chicken coop), barrels (everywhere), the metal chicken cages, the gas canisters (two in the barn, one between the barn and hut; they only explode when you shoot them), the green storage bin outside the front of the hut

[as shown], and soldiers themselves, thrown into each other, or punched while being held.

ADVISORY

Remember that thrown items do more damage when you have Strength engaged. Throwing objects into foes kills them, depending on the angle and range. To ensure foes don't get up, run to them and finish them with a Punch, or strafe their bodies with gunfire.

Plan 02: Throw foes or objects high into the air for an entertaining flight. Or, throw them onto the roof of the hut, barn, chicken coop, or fish-drying area to collapse it.



Plan 03: Enter the hut, optionally Cloaked, and wait for a KPA Scout to pass by outside, then punch the wall into them as shown.



Plan 04: Or, move to the chicken coop, jump onto the roof, then to the barn roof,

and finally to the hut roof. At any time, execute a Melee Attack (T) and look down to bring the roof below you down, ideally on top of a foe. Or, use the gap you created to aim at foes below you.

Plan 05: Use the hillside as cover, creeping down to view any of the three gas canisters [see map for locations] and shoot them so they explode. This helps defeat the foes exiting the LTV.



Walkthrough

CONTACT
Objective 07

Objective 07. Regroup at the Signal Location: Section 01 of 02



"Good job! Tactical system is back online! Proceed to the LZ."

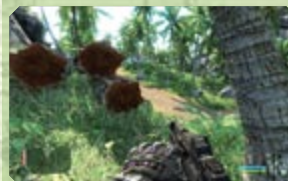
—Prophet

APPROVED TACTICS



Plan 01:

When Objective 06 is complete, head east along the jungle road on foot (A1), keeping to the right rock wall. Use Speed and dash up the side road to a small logging shed area (A2) complete with a variety of scenic objects.



Cloak near the trio of piled logs, looking at the road below, with your silenced rifle trained on the rod holding the logs in place. When two KPA Scouts pass between a large rock on the far side of the road and the logs, shoot the rod to dislodge the logs, crushing one or both of the enemies. Descend to quickly finish the other. Make sure both foes have just passed the rock before you release the logs.



07A. On-Foot Part 01: The Jungle Duo

POINTER

Objectives 07, 08, and 09 are not mandatory. You can ignore them and attempt to flee past the KPA defenses and up the gully to the final rendezvous point: a boat encased in ice called *The Mighty Hornet*.

**WARNING**

Watch that the falling logs you dislodged don't roll over you, as this is an embarrassing way for your plan to backfire and you to die!

**Plan 02:**

Instead of using the logs, pick up a barrel, look over the edge to the road below while Cloaked, and attempt to bowl over both [quickly toggle to Strength as you throw to add damage], then finish with gunfire.

**Plan 03:** Or, land on top

of the corrugated shed and tackle both foes from a distant height. Remember you can Crawl using [Z] to minimize retaliatory shots, or Strength Jump off the roof to engage the foes at closer quarters. A well-aimed Rifle Grenade is also a sound plan from this vantage.

**Plan 04:** Or,

roam to the left or right sides of the road, ideally on the higher ground hill to the left [L], and either ignore both foes, or attack by running up the road

toward them with a mixture of Speed and Armor, followed by automatic rifle fire.

**Plan 05:** Or,

work your way completely around the two foes, either by employing plan 04, or roaming the upper hillsides to the north. Drop down behind the foes [R], sneak up, and strafe them with gunfire.

**POINTER**

Plan 05 can be put into practice if you've used the thick high ground above the gullies and roads, using **Optional Plan 05B. Ravine Rampage.**

OPTIMAL PATH**07A. On-foot Part 02: Rocky Beach Infiltration**

Plan 01: Whether you defeated the two-man patrol in the wooded dirt road or not, peel off to the left, heading south-southeast up the grassy hill [R].



Or, move down the road to the footpath on your left [L] and follow it to the top of the grassy hill [R]. From this vantage, check the enemies with Binoculars. Then shoot them from this position.



Plan 02: Or, engage Cloak, drop down to the rocks [R], and use a mixture of Speed, Cloaking, and Armor to tackle all five foes with rifle fire. Move to cover and peer out while



Cloaked. Aim your silenced Rifle and bring down a foe. Duck back into cover, Cloak, and run to another rock so the foes don't know where you are.



Repeat this, but keep away from the LTV until all five foes have fallen; tackle the vehicle last. Defeat the foes in the LTV by aiming at the gunner and dropping him from

range without damaging the vehicle if you want to use it. Or, move around the back of the LTV and shoot the gas canister so the vehicle explodes.

**Plan 03:**

Or, ignore the upper-ground advantage, continue down the jungle road to the beach entrance [R], then peel off to the right, using the plants as cover and attacking the quintet of KPA from this location.





Y Or, Constant Strength Jump into the hillside to the southwest of the beach, running through thick undergrowth to a vantage point above the LTV **B1**. Then attack it from this vantage

point, or Cloak, descend down the rock wall, then engage the vehicle's gunner.



Y **Plan 04:** A great variation of Plan 03 is to approach the LTV using the forest along the right side as cover. Attack the LTV crew from behind, then jump into the vehicle and mow down the other soldiers from the vehicle.

Korean People's Army Sergeant Encountered!

Korean People's Army Jungle Recon Encountered!



Learn about the nuances of the KPA's intelligence in **Chapter 04: Profiles in Courage and Corruption.**



Plan 01.3: Or, keep near the water's edge and Cloak. Then creep to the LTV, stopping

behind rocks to re-energize. Defeat the gunner and drive the LTV around the beach, blasting the foes with the turret.



ADVISORY

If you obtain the LTV, it is a good opportunity to use the LTV machine gun to tackle any boats giving you trouble.

OPTIMAL PATH



07C. Vehicular: LTV Carnage



POINTER

To attempt this tactic, you must finish Objective 06 with the LTV available to drive [Optional Path 06B. A Clean Sweep].



ADVISORY

Driving: A Refresher Course

- Enter and exit a vehicle by pressing **[F]** near one of the doors.
- Move to the driver's seat by pressing **[1]**. If you aren't moving, you're likely to be in the wrong seat!
- Switch to a third-person camera view by pressing **[F1]**. This viewpoint allows a full 360-degree field of fire for your machine gun turret, which is controlled by your mouse.
- **[W]** accelerates. **[S]** brakes. **[A]** and **[D]** turn.
- **[Spacebar]** performs a Handbrake. Do this at speed and as you turn for greater effectiveness and cornering without slowing down.
- **[Shift]** and **[W]** rapid accelerates with a Boost. This is useful if you're fleeing combat, or want to quickly increase your speed.
- This vehicle isn't indestructible; a damage bar appears on your screen. Beeping indicates the vehicle is heavily damaged, and will explode when wrecked, killing you. Exit before this happens!
- Don't run over or through trees, as this is the quickest way to destroy your LTV!
- If you flip your LTV over, get out, and try a Crouched Strength Punch at the base of the vehicle. This usually flips it back over onto its wheels.



07B. On-Foot: Ignoring the Jungle



Y **Plan 01.1:** Ignore the road into the jungle and the two-man patrol, and instead maneuver along the beach **[B1]**, avoiding Small Patrol Boat fire by

using a mixture of Speed boosts and Cloaking behind rock formations.

Y **Plan 02:** As you reach the rocky beach, you can peel off near the hillside path **[B2]** using Cloak, head west to the top of the grassy hill, and attack using tactics from **Optimal Path 07A. On-Foot Path Part 02: Rocky Beach Infiltration: Plan 01**. Or, you can attack from the sand, using Speed, Cloaking, Armor, and gunfire [07A. Part 02: Plan 02, previously].



Y **Plan 01.2:** During melee battles on the beach, you can easily outmaneuver a foe who's hiding by Strength Jumping over the rocks, surprising them,

and then Punching them to death, striking with a pistol whip, or shooting them.



Walkthrough

CONTACT
Objective 07



Plan 01: Drive the LTV down the dirt road into the wooded area. Cut down the two enemies on the road with your machine gun turret as they attempt to hide in the undergrowth. If you accelerated with a Boost, you may be able to run them over.



Drive along the road until you arrive at the rocky beach. Employ the turret on all the foes scattered on the beach. Hide from the enemy LTV, then strafe its gunner.

**ADVISORY**

Compare the two LTVs and take the one that's the least damaged.



Plan 02: You can ignore the wooded path and drive onto the beach, slowly go around the rocks, and avoid the two initial foes. However, nimble and careful driving

is recommended so you don't get caught on the rocks. Now strafe the five foes with machine gun turret fire.



Plan 03: Attack from the Water: If you've somehow managed to acquire an attack boat or other vessel, you can use the turret gun to strafe the beach area, the LTV, and then the small supply depot, ideally from mid- to long-range.

**OPTIMAL PATH**

07D. To Small Supply Depot Part 01: En Route Fighting



Plan 01.1: With the beach and second LTV secured, get into one of them, and strafe the sea (from ) with the vehicle's machine gun turret, catching any Small Patrol Boats. Make sure they explode.



Plan 02: Alternatively, attempt to aim at the gunner and driver of the Small Patrol Boat, then swim and climb into the boat, and maneuver it to the jetty up ahead, to attack the supply depot (**07I. Plan 10**).

**WARNING**

The large turning radius and many rocks make driving the LTV problematic at the water's edge. Don't drive too quickly, take a corner too sharply, or drive over rocky boulders in the sand, as you can lose control. Exit the vehicle if you drive into the water, too; the vehicle is usually lost at this point.



Plan 01.2: Drive the LTV along the beach, heading around the bend to the right () and go south. Slow down and strafe the three waiting enemies with your vehicle's turret

until all drop. Do this quickly, so they don't have time to react and dive behind the rocks to the left, or the undergrowth to the right.



Plan 01.3: An enemy LTV appears shortly afterward (or beforehand if you took your time getting here); let it drive past, then train your turret on the fuel tank, destroying it. But

make sure your LTV isn't caught in the explosion. Continue in a southeasterly direction in the LTV () on foot, or in the nearby Pickup Truck.



Plan 03: Dealing with the enemy LTV is easier if you block the sandy road with your vehicle, get out and dive behind rocks, then creep around and tag the gunner and driver, or the vehicle itself.



Plan 04: Or, strafe the enemy vehicle as soon as you see it, shooting from range in your LTV, puncturing the tires, and tagging the driver and gunner.



Y **Plan 05:** Or, get out near Waypoint 12, Cloak and run up and between the rock formations by the beach and engage the three foes in close-combat gunfire. Any of your preferred techniques (Cloaking, or Strength Jumping onto them) can work, but you're wasting ammunition compared to using the LTV's turret.



Don't forget to step out to collect the Rifle and Pistol ammo the three foes (and anyone exiting the LTV) have dropped. If your current LTV is damaged, swap it for the one you just encountered—if it is in better shape.

416CH-L Pickup Truck Obtained!



07D. To Small Supply Depot Part 02: Stealth on the Beach

Y When Prophet mentions there are KPA ahead and reinforcements could be summoned, exit your vehicle and head for the large jutting rock formation by the beach 14.



Cloak, then head to the right side of the rock formation, and check the location of three foes using

your Binoculars. Cloak again and move behind the sitting foe. Strike him, then the two others, for a quick, clean triple takedown. Ideally, no gunfire should erupt from your foes. Use a silencer.

Y You can advance on the trio and engage in Strength punches or other combat, as long as you dispatch them quickly, so they don't flee to the depot.



You can ignore these three foes, but when you reach the small supply depot nearby, these enemies run to help the armored KPA inside, and you run the risk of being swamped. Plus, this takedown is coolly efficient.



Walkthrough

CONTACT
Objective 07

Objective 07. Regroup at the Signal Location: Section 02 of 02



"We've tracked the distress signal to a valley three clicks due east. Psycho and I are inbound."

—Prophet



07E. Small Depot Sortie: On Foot, from the Road

Y **Plan 01.1:** Return from the beach to the jungle road and continue along until it splits into two 1 just before the village. Disembark from your vehicle (if driving) around this point. Be sure the three foes on the beach are silenced first [Optimal Path 07D. To Small Supply Depot Part 02: Stealth on the Beach].



Head east-southeast into the undergrowth around the right side of the settlement. Pass around the right side of a rocky outcrop (E). Bypass any enemies unless you feel like some extra kills. Be sure to Cloak when you reach 25 to 30 feet from the latrine.



the vehicle parked in the garage. Bring him down before he fires a shot.

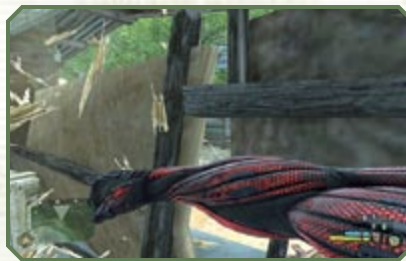


Plan 02: You can run all the way along the main road, to the right of the ramped rock and entrance (H), and maneuver to tackle the latrine guard if you wish.

Plan 03: Or, move through the main road entrance, and into the garage (G), tackling the first two foes in reverse order, shooting from inside the garage at the two foes outside.



Plan 01.2: Cloak again, step around to the garage entrance (G), and bring the second foe down if you haven't done so already. The remaining three Special Forces take up a slow, aggressive search pattern.



Plan 04: Or, locate a foe you wish to defeat and use Strength Punches to dislodge the garage wall onto the foe, and start a massive chaotic battle (see **Optional Path 07**).

Plan 01.3: Assuming you're still Cloaked, move along the right perimeter to the open storage barn (G). The walls here are reinforced. Lean out and tag all three remaining Special Forces from this location. Collect items from the garage and the command shack. If you haven't alerted the guards yet, only the two foes on the jetty remain.



ADVISORY

The Lean maneuver (Q or E) is useful during fighting around these buildings, especially when Cloak is regenerating and you need a visual on your next foe.

Plan 01.4: There are still two boat guards on the jetty. Use Cloaking and the barrels (but not the exploding ones!) as cover, and advance down the jetty (F), bringing both down easily.



Plan 05: Or, move to the right of the jetty, onto the beach, Cloak and swim under the boat dock, and stand up inside, in the water. Then exit and tackle the foes from here.



Assuming reinforcements haven't been called, move into the command shack, then the garage, and collect all items (Grenades and F471 ammo from the command shack; Pistol and Rifle ammo in the garage). If the laptop inside the shack is still intact, you can optionally download additional data on the KPA (including evidence of a larger military settlement deeper into the jungle).

From here, you should advance in a northeasterly direction farther along the road or beach, beginning Objective 08.

Or, you return to the jetty, and use the Small Patrol Boat (if you haven't destroyed it) to patrol the water to the northeast, and head to the next Checkpoint (**Optimal Path 08A. Plan 07**).

Korean People's Army Special Forces Encountered!

OPTIONAL PATH



07F. Small Depot Sortie: On Foot, from the Beach



Plan 01.1: Jetty Takedowns: Assuming there are no Small Patrol Boats, continue along the beach from where you slew the sitting guards (**Optimal**

Path 07D. Stealth on the Beach). Keep yourself Cloaked. Hide behind any of the rocks to recharge (P). Locate two foes on the jetty. Five more are in the depot settlement.

Cloak, creep forward along the jetty, and tag both of them. Prevent the depot soldiers from seeing you by moving into the jetty shack (P), or lying prone behind any of the barrels (except those with explosive contents!). Now turn and Cloak, then engage the soldiers within the depot.



Plan 02: Or, shoot the explosive barrels when the foes are near them. There are three of these barrels on the jetty. This obviously alerts the armored guards inside the settlement depot.



ADVISORY

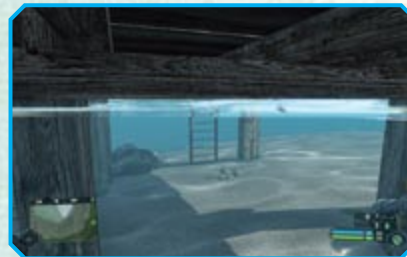
Don't expect reinforcements unless the enemies hear non-silenced gunfire and shoot off a flare. An UTV drives in from the eastern road if you move to the far end of this set of buildings.



Plan 03: Cloak and from Waypoint (P) swim under or around the jetty,

surfacing inside the boat shack. You can stand and fire here. Make a sound, then Cloak, and tag both foes as they appear behind the doorway or on the end of the jetty.

Plan 04: Or, Cloak and swim to the edge of the jetty where the ladder is (P). Climb up, use barrels as cover (with a Crawl), shoot the first foe, use a crate near the boat shack as cover, then either Cloak and maneuver into the shack and attack the second foe from behind, or step around and fire at him. Drop behind cover (the shack doorway) to recover suit power.



Plan 05: Or, Cloak and swim to the edge of the boat shack where the ladder is (P). Head onto the platform around the dock, Cloak, and tag the foe on the other side, then the foe by the Small Patrol Boat.



Plan 06: Or, use Strength Jumps to clamber onto any part of the jetty, (usually if these tactics fail after you're spotted).



Plan 01.3: After dealing with the two foes on the jetty, armored KPA fan out (usually three, with two more behind in the settlement). Get behind rock

cover (such as (P), Cloak, and take one down. Then Cloak again.



WARNING

It takes a larger number of shots to bring down these well-armored guards, so reload and keep firing (in bursts of 10 bullets).



Walkthrough

CONTACT Objective 07

Quickly switch to Binoculars to check locations of remaining foes, then change back to your gun sights. Creep up and dispatch



remaining KPA team members one at a time. Now maneuver up and around the command shack building (6). Flick Binoculars off and on to quickly ascertain enemy location. Continue stealthy progress around all buildings until your last foe is defeated (usually in the latrine, if you've been incredibly quiet!).



ADVISORY

During this combat, remember to use the doorways of the command shack to move around and in and out of; this allows you to double back on foes that may have pinned you down in this area.

Fragmentation Grenades Obtained!

OPTIONAL PATH



07G. Small Depot Sortie: Variation on a Theme



POINTER

The following tactics can be employed if you wish to infiltrate this depot from a different insertion point.



hop over the crates while Cloaked. Or, move around the left outer side of the net-drying area.

Cloak, and run across the middle of the depot (12), toward the right side of the command shack (13). Head around the outside of this shack, but shield yourself on the left side of the wall surrounding it. Re-energize.



Enter via the main road on foot, using Cloak. At the small, left-side net drying area, move near the crates (11) and drop down to a Crawl, then re-energize. Then



Then Cloak, and move counter-clockwise around the hut (don't go through the door, as you're easily spotted by multiple foes when you de-Cloak). Take

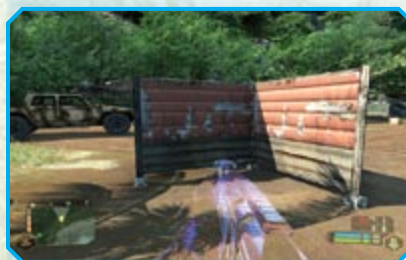
down the guards with silenced rifle fire from behind the crate at the northeastern corner of the shack (15). Try being prone as you shoot to make yourself a smaller target. Unload a full clip if multiple foes are present.

The remaining three guards advance on the command shack. Cloak, retrace your steps, and tag all three from good cover between the hut and the inner metal fencing. Then deal with the two lightly armored Small Patrol Boat guards on the jetty.

OPTIONAL PATH



07H. Small Depot Sortie: Tracking Around from the West



Plan 01: If you wish to attack from the opposite direction, skulk around the southern perimeter (11) of the settlement, avoiding

detection; pass the settlement and approach from the undergrowth adjacent to the road leading into the settlement (12).

A KPA LTV (with three Special Forces) arrives, usually parking in the middle of the settlement. From the undergrowth (12), you can take down one of the soldiers standing near the LTV, Cloak, and move to the small open shed near the open-air crate barn (14).





This allows you to maneuver methodically along the strong metal fence, hide behind it, and drop foes one at a time. Move into the garage from the rear.

. Now drop two or three more foes from this cover, moving to the crates in the middle of the settlement, then to the command shack to finish everyone off.

Plan 02:
Or, tag the gas canister of the LTV, blowing the roofs off the command shack and barn, and attack the foes in the mayhem using Speed/Armor/Strength at your discretion.



Plan 02: If your LTV becomes damaged, drive it toward some foes,

leap out, then blast the fuel tank on the back at it nears the foes (usually clustered near the command shack).

Plan 03: You can also approach using the Pickup Truck previously spotted on the beach. Remember: You must get out of the Pickup Truck to destroy the foes in the area, as the vehicle has no weaponry.



Walkthrough

CONTACT
Objective 07

OPTIONAL PATH



07I. Small Depot Sortie: Vehicular Manslaughter



Plan 01: By Land: Use the LTV rather than the Pickup, and drive down the road and through the open settlement entrance. Optionally, tackle the guard by the

latrine by exploding the propane tank with your machine gun turret fire. Halt the LTV and strafe the garage entrance, taking down one or more soldiers.

Tackle the third foe running from his post at the far end of the settlement, before he gains cover near the command shack. Then ram the command shack



using the vehicle, ideally hitting the group of barrels to the left, as there's usually one or two foes here. Crush them and collapse the building. Get out of the LTV and finish the remaining foes on foot, using Speed to get to cover, then Cloak and quickly fire your rifle. Then deal with the beach Scouts by peppering them with machine gun fire if your LTV is still accessible.

Or, use the LTV as cover, and drop the foes from this point.

APPROVED TACTICS

Plan 04: Ramming Speed:
Use the Boost in either the LTV or the Pickup and tear down the jungle path. Line yourself up with the entrance or the ramped rock.



Hit the ramped rock at full speed, pointing the vehicle at the command shack. As it sails through the air, leap out, land, and blast the gas

canister on the rear of the vehicle so it catches fire and explodes, destroying the shack and perhaps some nearby buildings. Now rampage through the settlement, dropping confused foes with quick bursts of gunfire.

Plan 05: Ramped Rock

Rampage: Or, drive up the ramped rock, slowing down so the vehicle falls through the garage roof, jump out and land on the roof, and begin a Speed/Armor/Strength battle.



Plan 06: Main Entrance Maneuver: Or, jump the entire settlement in your vehicle, landing on the exit road and driving away!

Plan 07: Main Entrance Maneuver: Or, drive through the entrance, straight through the middle of the settlement, and flee.

APPROVED TACTICS

Plan 08: Main Entrance Maneuver: Or, drive and skid left, aiming for the command shack and half-destroying it, causing confusion among your foes, detonating the vehicle via shooting the gas canister on the back of it, and then attacking them on foot.

Plan 09: Main Entrance Maneuver: Or, point the LTV at the command shack, leap from it, and shoot the gas canister as it arrives, demolishing the shack.



Plan 10: By Sea: If you've managed to obtain a Small Patrol Boat by now, you can strafe the area with turret fire, taking down the two jetty soldiers

easily. Strafe any Special Forces you can see by moving close to the jetty. Then bank the Small Patrol Boat on the sand near the jetty, and take down any remaining foes by the command shack using previously-detailed tactics. This allows you to grab Grenades and ammunition.

Plan 11: Ignoring the Area: Or, stay in the water and continue along the coast to the next set of enemies by the boat on the wooden supports (toward Objective 08) and attack by sea.

OPTIONAL PATH



07). Small Depot Sortie: Throwing Caution to the Wind....



The following techniques can be used at any time throughout the battle, and allow for almost infinite possibilities. These are usually employed if a previous strategy hasn't worked (if you're spotted, for example).

Plan 01: Try beginning the fight by detonating the propane gas tank next to the latrine, then shooting the enemies swarming on that location (Cloak is a good option, and you can fire from the high rocky outcrop near the ramped rock).



Plan 02: There's another explosive device, a red gas canister, in the garage. The best way to destroy it is by standing on the crate behind the metal fence and shooting through the window.



Plan 03: With a mixture of Speed and Strength Jumps, leap onto any of the rooftops. From here, you can:

- Go prone and blast foes from the cover the roof provides.
- Strike the roof with the butt of your weapon, falling through it and striking an enemy.
- Strike the roof, and shoot through the gap at enemies underneath.
- Punch out the building walls, and crush the foes behind them.
- Strength Jump and keep moving while aiming at foes with your F47 1, until they fall under deft Constant Strength Jumping and attacks from all around and on top of them.
- Grab a recommended item and toss it into a building or roof, causing it to collapse. Move or use the corrugated roof pieces as cover to dart and hide behind.



Plan 04: Various items can be used as offensive weapons. The best are listed (and do more damage when Strength is engaged):

The man-sized circular saw unit in the garage.

Any metal box marked CTT AG 4002.

The green bins.

The multiple barrels.

The truck parked in the garage (use this as good moving cover by Strength Punching it toward your enemy).

The LTV you drove, or the one summoned as reinforcement.

The actual soldiers.

The explosive barrels; this is dangerous, but you can throw a barrel (for example, toward the group of soldiers by the command shack), then shoot and detonate it when it arrives.

There's an explosive plastic bottle inside the command shack, which you can aim at through a window, but it usually explodes in your hand due to enemy fire if you pick it up. Watch out!

ADVISORY

Remember that striking foes with force (such as ramming them with a vehicle or a thrown object) can cause them to strike a support strut or shack wall, taking down some of the building. All buildings can be destroyed.

OPTIONAL PATH



07K. Small Depot Sortie: Dealing with Reinforcements

POINTER

As you reach the northeast exit of the settlement, an LTV with three soldiers arrives. It parks in the village, or whenever it spots you. Remember you can engage it on your terms if you drop a palm tree down to block the road, or stop your own vehicle in front of it.



Plan 01: If you have a vehicle already, shoot the rear gas canister, then tear through any survivors.

Plan 02: If you don't have a vehicle,

shoot the gunner first, then the other two occupants.

POINTER

In addition, if the flare is shot off by a trooper, expect two Small Patrol Boats to arrive, one on the beach to the right of the jetty, and the other at the far end of the jetty, left of the boat dock shack.



Plan 03.1: These lightly armored Scout foes are easy to tackle. You can

strafe the boats as they arrive, so they explode before the foes land. You are susceptible to turret fire though. It is best to try this from an LTV using the turret.

Plan 04: Or, wait behind the rocks for the troops to fan out and strike them as they enter the grass and trees. Use Binoculars for quick locating.

The two foes at the far end of the dock should be struck by Cloaking and swimming and entering the boat dock. Or, try a Grenade thrown into the boat. Or, shoot them using your LTV's turret.

Plan 03.2: After

combat, you can take a Small Patrol Boat and attempt to engage the armored Small Patrol Boat in the bay itself if you wish to appropriate it (it has better armor).



POINTER

Drive down the road in a roughly northeast direction; Prophet keys in the next objective.



Walkthrough

CONTACT
Objective 08

Objective 08. Investigate North Korean Command Post: Section 01 of 03



"A Command post on the eastern peninsula: I need you to infiltrate and check for intel on KPA emplacements."

—Prophet



OPTIMAL PATH

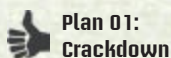


08A. Part 01: Beach Assault: Speedboat Guards Takedown



ADVISORY

Your preferred ordnance at this point should consist of Dual Pistols, an Assault Rifle (Ideally the FV71), and Grenades. All weapons should be augmented [C] to your liking.



Plan 01: Crackdown

Exit the depot [Objective 07] and park your LTV when the road splits [A]. Follow the left path on foot toward the beach and check enemy positions with your Binoculars.



There are four foes guarding a Speedboat moored on wooden supports. Cloak and move to the back of the small wood and metal sentry hut [A2]. Bring out

a rapid-fire rifle and aim through the gap in the corner between the two metal plates. Line yourself up with not one, but two guards. Rip through a clip and down them both. Hide behind the hut while you re-energize, then Cloak, and stalk the other two.



Speedboat Obtained!

- Plan 02:** Or, charge them and grab one and throw him into the other.
- Plan 03:** Or, throw barrels into both of them.
- Plan 04:** Or, run around behind the sentry shack and attack from this part of the beach.



Plan 05: Alternatively, you can approach from the rocks and water's edge. Lie prone behind a rock to re-energize, then step around the far side of the boat. Strike the two near

guards. Then use the boat as cover, and step around to the left in a circle-strafe. Bring down the other two with rapid blasts. This method allows you to quickly down the foes before they reach the grass and can hide more easily.

Plan 06: Or, head around to the back of the boat using Cloak, then switch to Strength, and Punch the boat into all four foes. In the ensuing melee, you can Strength Jump and land, shooting or Punching foes you miss or who are getting up after being struck by the boat.



WARNING

If you move the Speedboat off its wooden struts, beware of the boat rolling or spinning back and crushing you!

Plan 07: You can also drive down the road to the beach, onto the sand, and strafe the area, taking down all four foes easily. Continue to drive in a north-easterly direction.



Plan 08: Plan 06 is also easily achievable from the water using a Small Patrol Boat appropriated earlier.

After this area is secure, continue on foot to the sandy promontory ahead of you [B] in the LTV, or by water (punching the Speedboat into the water and piloting that, or using a Small Patrol Boat).

OPTIMAL PATH



08A. Part 02: Beach Assault: Two Foes on the Path



Plan 09: Continue along the beachfront path [B] following the dirt track. Use Cloak and rifle fire to drop two recon patrol guards.

Plan 10: Or, use Speed and gunfire and overwhelm them.

Plan 11: Or, use Strength and gunfire or Punches.

Plan 12: Or, tear them apart with LTV machine gun fire, then run over them.

 **Civilian Speedboat Obtained!**

POINTER

After these two have been defeated, Prophet radios in to let you know about a KPA checkpoint up ahead. You'll need some firepower, including Grenades, to get past it. You have two choices: You can attack the KPA Command Post settlement (Optimal Path 08B-08C), or continue and attack the beach sentry points (Optional Path 08G).

OPTIMAL PATH

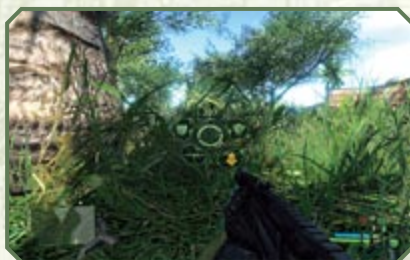


08B. Approaching the KPA Command Post



parked here, tackle it immediately, without letting the two patrol guards in the area escape.

Enter the undergrowth armed with silenced weapons. There's sometimes a single foe by the LTV turning point. Cloak, then tag him. Sometimes he runs west along the base of the rocks.



Plan 01: Approaching from the Road Head southwest over the grassy hill 01 to the concrete road barrier corner. Make almost a loop back and cross the road 02. If the LTV is

WARNING

If you shoot him with loud weapons, the two patrol guards flee to the settlement. You may want to prevent this if you're actively attempting a stealthy takedown.



Cloak and rush the two patrol guards, trying to tag them both on the road. Try maneuvering so they're both in a straight line and fall to a single quick burst. If they

run, finding foes in the undergrowth is tricky, so flick your Binoculars on and off. Also use the metal fencing as cover.

Plan 02: Or, charge up the road leading to the turnabout point, and using Speed, charge the two foes at the foot of the path to the settlement. Bring them down with steady fire. This alerts the settlement guards though; they now creep and move on alert.



Plan 03: Or, use an LTV and strafe the two guards before they can scurry up the hill.

Objective 08. Investigate North Korean Command Post: Section 02 of 03



08C. Stealthily Entering the Command Post (On Foot).



Assuming the two guards at the bottom of the footpath are down and the Command Post enemies aren't dashing about, venture up the slope 01. Cloak whether the guards are alerted or not. Move to the right, inside the outer fence 02.



OPTIMAL PATH



Walkthrough

CONTACT
Objective 08

Move around to the garage's back entrance while Cloaked. If applicable, aim so you can strike two enemies, one behind the other, with your rifle, and cut them down. Stay in this location and unload on one or two additional foes in the courtyard and opposite building.



With one or two more foes still roaming the area, Cloak and move around the left side of the building on the concrete base (13). Move around the perimeter inside the metal

fence. Then tackle the remaining foes; one is likely to be near the command shack.



WARNING

If you've made too much noise, three guards from the beach head up the hill to investigate; face northeast and check with the Binoculars to see if they're moving. If you allow the enemy to fire off shots, the beach enemies ascend to assist your foes.

When the area is secure, retrieve four Grenades, Rifle ammo, and F47 1s in the garage. There's a smaller haul in the command shack (three Grenades and one Rifle).



POINTER

Don't forget to open the fridge, pick up the latest newspaper with the headline "It's not a crisis yet," and your copy of *Future Fashion* magazine!

Now deal with the three foes coming up from the beach (if you made a lot of noise), or head down to dispatch them, if you didn't defeat them first. These areas are purely optional, but they help you secure the areas you're trekking through without running into any surprises.



OPTIONAL PATH

08D. The Other Infiltration Points



Plan 01: You can enter the settlement by heading up the dirt path and moving to the left (11) around or inside the metal fence to the building with the concrete

foundation. Begin the action from this location by lining up two foes at the doorway and cutting them down with a continuous burst.



Plan 02: Or, run down the dirt road, then leap up the rocks to the east of the settlement (12) leading to an open corner of metal fencing. A foe is likely to be in this command shack; shoot him through the window, then deal with the others in your preferred style.



Plan 03: The southern part of the settlement (13) features a parked Pickup Truck and a low fence. You can easily Cloak and hide here, then dash across to any building, but you're more exposed.



Plan 04: An overlooked, but excellent route is a looping attack. First, destroy the beachfront guards at the gun emplacements (Optional Path 08G)



to ensure there are no attackers from behind. Then head into the trees, locate the road and small, rusty billboard (14), and move northwest toward the Command Post in the undergrowth to the right of the road (15). From here, you have a multitude of opportunities to slay the five guards. You can:



Steam in and start creating havoc (Punching in roofs and walls, or throwing Grenades).



Cloak and head around to the back of the garage and slay the guards as in **Optimal Path 08C**.



Cloak and head around the back of the concrete building (near 16) and carefully lining up both guards inside this building and dropping them.

Y Or, try entering the command shack through the doorway facing the Pickup Truck (G), creeping up to the lone guard in the bedroom, and knocking him unconscious. Then remain in the command shack, shooting foes through the windows and doorways.



Y Or, stay here at (G), tag the foe you can see, and slay each foe that approaches with a silenced rifle. They come to you!

OPTIONAL PATH



08E. Administering Beatdowns and Complete Destruction.



Y **Plan 01: Administering Beatdowns:** With a mixture of Speed and Strength, and with your fists or rifle at the ready, Strength Jump up the rocky hill,

heading east-southeast. A good route to take is to Jump and land on the concrete steps, then enter the doorway on the right, Punching the guards trying to flee.

The guards mill about, and if you run, you can Punch them all by racing into the garage, then chasing the rest, and finally socking the guard appearing from the command shack. Obviously, you can vary the ways you dispatch foes, using fists or weapons, and jumping or running at, around, or away from them.

Y **Plan 02: Complete**

Destruction:

Complete destruction is assured if you Strength Jump, land on a roof and pistol whip or stomp (Punch; T) the roof itself (Crouching helps). Follow this up by Punching out walls into foes on the other side.



WARNING

Descend on foes this way, but be warned: Sometimes they fire up and attempt to strike you.



Y **Plan 03:** As usual, there's a large amount of items and debris to slam into your foes:

The Pickup Truck

The man-sized circular saw unit in the garage (this is an excellent weapon to throw; also try leveling foes on the beach with it!)

The metal ammo cases marked CTT AG 4002 (but not the stacks of cases, as these can't be picked up)

The plastic green waste bin

Tires (the bigger the better)

The barrels



Y **Plan 04:** As Prophet mentions, Grenades are also excellent to use, and should be thrown through windows at foes inside buildings. However, you must attempt "Grenade herding": Throw the Grenade behind the enemies you're wanting to take down. They usually run away from the Grenade.



So, if you're at the concrete steps in the corner of the settlement (K), throw Grenades into the front garage area (picture 1), and foes usually come out of the doorway you're waiting by (picture 2); now you can slay them with gunfire as they mill about.



POINTER

Expect the buildings to collapse easily if a Grenade explodes in or nearby them.

Y **Plan 05: Chemical Warfare:** There

are two volatile plastic bottles of chemicals, one in the concrete-floor hut, and the other in the command shack. Start your devastation by Cloaking and tagging the bottle, setting the nearby foes on fire.



Walkthrough

CONTACT
Objective 08

ADVISORY

Don't forget to search the ruins of the garage and command shack for items. Use your Binoculars to locate items; they appear outlined in blue (including items dropped by guards). Another tactic to try is to move an object, such as a large crate, and drop it, then hide behind it, using it as "movable cover."

OPTIONAL PATH



08f. LTV Combat



Plan 01.1: If you want to save on ammunition, drive the LTV along the road, passing the KPA Command Post settlement as the road winds below and left of it **B**.

Continue down the road, then handbrake right when you reach the blue sign. Or, handbrake just after the Speed Limit 35 sign, up onto the grass by the small, rusty billboard **P**.

Plan 02: Or, complete **Optional Path**

08G, taking out both beach emplacements, and drive up the road **B** to the junction. This way, there's no worry of being attacked by the emplacement guards.



Plan 01.2: Screech around, and drive up and into the settlement, strafing the enemy peeking out of the garage first, then all the buildings you see

movement in. You can head out, using the cover the vehicle provides, or Strength Punch the vehicle into any of the buildings.

Plan 03: Or, Boost: Leap out after pointing the vehicle into the garage (it has the least amount of unmovable fencing so the LTV can plow through easily), and shoot the LTV's gas canister, taking a couple of soldiers down in the blast.

Objective 08. Investigate North Korean Command Post: Section 03 of 03



POINTER

There are two machine gun emplacements along the eastern beach. If you make noise, or enemy gunfire is heard, one or more of the three foes guarding the emplacement come to investigate. Therefore, it is better to strike the first emplacement before you tackle the Command Post, if you're worried about noise; or afterward, if you used the silent methods of securing the Command Post; or before you head up to the Command Post base entrance hill, after tackling previous beach foes. However, if you haven't tackled the Command Post yet, and make a lot of noise on the beach, expect a couple of settlement foes to descend.

OPTIONAL PATH



08G. Attacking the Beach Gun Emplacements



Plan 01: Before the Settlement Takedown: After completing **Optimal Path 08A**, head east on foot. Cloak and hide behind rocks **B1** in the Crawl position

to recharge. Move close to the nearest foe near the water **P**. Shoot him, then shoot the second foe beyond the emplacement. Do this quickly before the far foe gets off a shot, as this can warn the nearby settlement soldiers.



Then bring down the Special Forces man that stays in the gun emplacement. Approach from the beach side **B3** rather than the water side. An almost identical

plan should be attempted at the next emplacement **B4**; however, try Cloaking, and assaulting the emplacement first, then use this as a defensive position and slay the two roaming guards afterward.

If you're on the road heading to the settlement, and want to attack the emplacement from this area, Cloak and run to the gap in the concrete road barrier **B5** as the road bends right.



ADVISORY

Head to both emplacements before the settlement, the KPA defenses, or the communications outpost, if you are concerned about defeating every foe at the first available opportunity.



Plan 02: You can also easily drive the LTV across the beach, slaying all three

guards using the turret. Drive around the washed-up log to avoid getting your LTV stuck, then attack the second emplacement in the same manner.

Plan 03: Or, throw a Grenade into each emplacement area.

Plan 04: Or bring a heavy item from the settlement to throw at each foe.



ADVISORY

If you're fighting foes that have fled into the undergrowth, find cover, choose **Armor**, scan the area with your **Binoculars** to locate them, and attack them with your rifle, one at a time.



POINTER

Once the beach emplacements and Command Post are secure, you receive information from Prophet regarding a communications outpost. You can now do any of the following:

- Complete Objective 09, then storm the KPA defenses (Objective 10). This is recommended.
- Head up the trail behind the Command Post garage and tackle the KPA defenses first.
- Attack the KPA defenses from an alternate direction.



Walkthrough

CONTACT
Objective 09

Objective 09. Access North Korean Tactical Network



"Looks like General Ri Chan Kyong is in charge of the whole operation!"

—Prophet

09A. Securing the Comm. Trailer and Vantage Point



POINTER

These tactics apply whether you took out the KPA defenses (Objective 10) or not.

OPTIMAL PATH



The Main Approach

Drive along the main dirt road until you spot a rusting restaurant sign **A1** before the two Pickup Trucks. Ditch your vehicle.

Cloak and bring out the Binoculars. Slowly make your way up the left or right grassy undergrowth.



Look for the nearest foe with your Binoculars, then silently drop him. He may be patrolling in the grass. Guards may be alerted, so keep prone and in cover while your suit re-energizes. Slowly

work your way up the side of the road, dropping enemies one at a time after Cloaking, then take cover **A2**.

Move to the top of the hill where the comm. trailer is located. Dispatch a fourth foe from rocks nearby. Then Cloak, run to the emplacement to the northwest **A3**, and blast the fifth foe.



Five additional troopers are patrolling a vantage balcony behind the comm. trailer. You can ignore or attack them now.



Enter the comm. trailer. Inside is a laptop on your left. Use it to download the intel. Prophet informs you that General Ai Chan Kyong is in charge of the KPA operation; that's him on the

laptop screen. You can now move to the rendezvous point (shown on the maps; at the end of Objective 10).



The comm. trailer also has five Grenades and ammo to take on the table opposite.

Shotgun Obtained!



Combine Speed and Shotgun use on any of the following objectives to quickly deal with multiple enemies with extreme violence and agility. This is a great tactic to try over and over again!



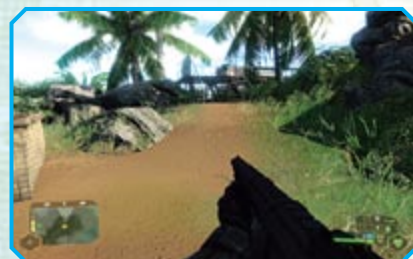
09B. Vantage Balcony Attack



Although this isn't necessary, you get additional Grenades and a supreme feeling of satisfaction if you tackle the five Special Forces men behind the

trailer. There are two entrances, two foes manning machine gun turrets, and one enemy standing at a shack in the middle of the area.

Ascend the left steps **A1**. The enemy by the shack is easily tackled with silenced rifle fire. Go into a Crawl behind the metal gun case stack **A2**. While Cloaked, blast the incoming foe as he creeps in. Re-energize, then peek out and blast the gunner and another incoming guard.



You can rush, blast, or stealthily drop the final foe in the middle of the balcony. There are four Grenades and two ammo packs to pick up here on top of the metal cases. Now return to the main road and move toward the rendezvous point (end of Objective 10).



OPTIONAL PATH



09C. Drive-By Intel



If you're after a speedy objective completion, head up the road to the comm. trailer in the LTV or Pickup Truck. Strafe the foes with turret gunfire, then

handbrake and slide right at the comm. trailer entrance, and dive inside. On the way, don't drive too quickly and lose control, or drive into any rocks.

The comm. trailer is thoroughly protected; you can download the intel while training your weapon on the door. When the objective is complete, run and dive into the LTV, and reverse it, or turn and drive it back down the road, ignoring any foes still alive.



Walkthrough

CONTACT
Objective 09

OPTIONAL PATH



09D. Other Access Points

Access by Beach: If you're boating, driving, or running along the beach, you can dive into the undergrowth (H) and begin a quiet or noisy assault up the road when you join it.



Better yet, locate the turret emplacement, Strength Jump up the rocks to just below this area, and lob a Grenade so it bounces off the underside of the roof, and into the turret area. After the explosion, begin the assault.

Or, run up the grassy path (H) (ideally while Cloaked) and attack the comm. trailer from this point.



You can also approach this area via the ragged rocks under the balcony (H), although this takes time and energy.

Instead, you can loop around, and approach heading northwest, up the grassy bank (H) that leads to the right side of the comm. trailer.

Or, head up the grassy area at the foot of the road (H); these last two spots are good if you used a boat to reach this point.

OPTIONAL PATH



09E. Less Subtle Approaches



ADVISORY

This area holds a total of nine Grenades to pick up (inside the comm. trailer and on the rear vantage balcony). You can only hold ten, so it is wise to use any Grenades you are currently keeping.

Plan 01: If you want to chase, punch, or engage foes without Cloak, the biggest problem is getting to the top of the hill. Try driving a Pickup Truck, then Speed running, straight into the comm. trailer.



Plan 02: Another plan is to snatch a barrel from the base of the hill, dash up, and throw it into the first foe you can, then dive behind the barrel, sandbag, or comm. trailer cover at the top.



ADVISORY

The gun emplacement is a problem; foes will return to it, so try Grenade-throwing into this area. The comm. trailer is a good place to run around, attacking foes quickly on the other side. The clusters of barrels are useful for throwing into foes. Remember to grab and use soldiers as meat shields if the fight isn't going well. The comm. trailer can be crawled under, which is good if you're Cloaked, but you're vulnerable to gunfire from all around afterward.



Plan 03: A better plan is to Strength Jump on top of the comm. trailer, although you'll be spotted by the Special Forces on the balcony. Use a Grenade to take

them down, and make sure you've dealt with a few initial troops first. The comm. trailer is a good spot to Strength Jump toward the balcony hut.

From here, lob a Grenade (tap, don't hold G) onto the outer balconies, then suppress the enemies by firing so they stay near the Grenade explosions.

Plan 04: There's an explosive bottle inside the top hut, but it isn't wise to try and grab it.

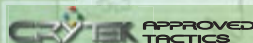
Plan 05: Racing

around the balconies, Strength Throwing (or throwing with Armor on) the large metal ammo cases or barrels into the well-



armored foes is an entertaining and lethal combination. Be sure you equip a weapon while you're doing this, so you can slay the foe after he's been struck.

Plan 06: Strength Jumping while firing on foes below you is also very entertaining.



APPROVED TACTICS

Plan 07: If you're approaching from below the balcony (via Strength Jumping up the rocks), you can crawl or crouch and move under the balcony.



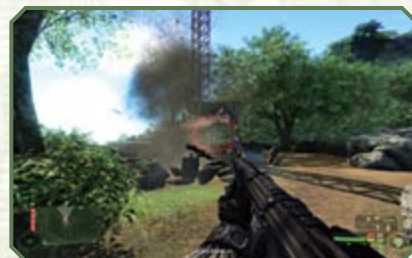
Although you can't attack the foes up through the floor, you can peek out, Strength Jump and tag a foe, then duck below and move to another area. Foes are also easily spotted and tackled from this area, especially if you're Cloaked.

Objective 10. Rendezvous with Your Squad at Anomaly



"Nomad, get to the rendezvous point ASAP. There's something you need to see!"

—Prophet



OPTIMAL PATH

Armor Speed Strength Cloak Object Gun Add-On Grenades Explosives Vehicle

10A. Securing the KPA Defenses and Comm. Tower



This Objective doesn't appear inside your Objectives screen (Tab), but is shown to separate the comm. trailer tactics from when you engage the KPA defenses and comm. tower. Defeating the KPA defenses can be attempted before or after the assault on the comm. trailer (Objective 09).



Head down from the comm. trailer and take a Pickup back to the KPA Command Post settlement. Move along the leafy trail behind the garage, either in a vehicle

or on foot, to Waypoint **B1**. Prophet radios in to advise that Grenades are the best option here. Get out of your vehicle when you spot the low rocks.

Get out and keep low. It isn't necessary to Cloak; just equip Armor and use rocks as cover. From about 20 feet away **B2**, Throw not one, but two or three Grenades, aiming so one lands on the machine gun turret, and others so they land slightly behind the foes, who should come forward instead of backing off. The first Grenade should blow the sandbags and barbed wire away.

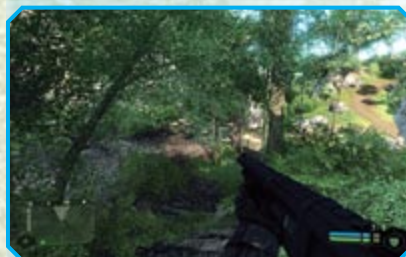


Note that the sand crates can't be moved, but are good to hide behind.

OPTIONAL PATH

Armor Speed Strength Cloak Object Gun Add-On Grenades Explosives Vehicle

10B. Alternate Takedowns for KPA Defenses



Plan 01: Silent, But Deadly: If you're determined to keep stealthy, Cloak and move along the left rock wall **B1**, going prone in cover to re-energize. Cloak

and Crawl to the barbed wire and around to the sand crate **B2** and look right. Line up two foes (one by the turret gun), and open fire with silenced weapons.

Bring them both down with a single burst before they can fire back. Stand and Cloak, then deal with the third soldier quickly and quietly. You can now ascend the hill without the three-man recon team descending.

Plan 02: Speed Kills:

For a spectacular, and highly dangerous plan, switch to Strength and drive a Pickup (as it is narrower than the LTU) at full speed into the small rocks in the middle of the defense entrance, just right of the large tree, and left of the rocky outcrop **B3**.





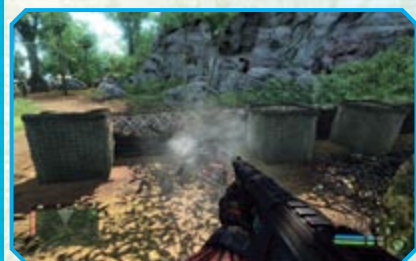
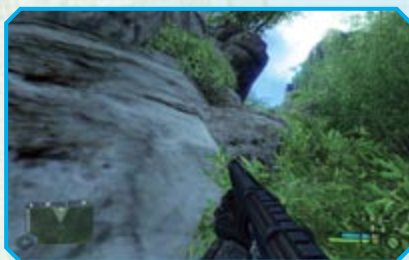
With a bit of luck, you'll catch some air, and land on or near (and occasionally over) the defenses (around **4**). Get out and drop behind the Pickup. Strength Punch

the Pickup up and into the defenses, into the three foes to crush them. Keep this up until all three are defeated.

Plan 03: If you want to defeat the foes quickly, use Speed to dash through the opening on the right side of the defenses, then Cloak and tackle the foes from behind the defenses.

Plan 04:
Attack from

Above: Instead of heading directly toward the defenses, you can scale the rock wall to the east **15** near the road where the two Pickups are parked at the base of the comm. trailer area.

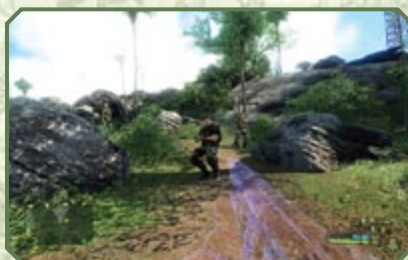


Work your way through thick undergrowth, until you reach this promontory overlooking the defenses. The comm. tower is across from this promontory. Unfortunately, you can be seen by the enemies at the foot of the tower, so expect to come under fire. Drop a few Grenades on the foes manning the defenses below. Then slide (don't jump or you'll die!) to the ground, finishing off any remaining stragglers, and working your way up the comm. tower hill.

OPTIMAL PATH



10C. Taking Down the Recon Team and Taking Over the Tower



the left of the path **11** and bring down the point trooper as he runs into view.

Plan 01.1: After the defenses are breached, quickly check with your Binoculars to see three or four heat sources descending a winding path. Crouch by a rock to



Move forward steadily, and throw a Grenade behind the two foes just behind him. Try

to throw it over the saplings. Charge and finish the troops using Speed/Armor and quick gunfire.



WARNING

Sometimes the troops head into the thickets to the left of the path. This makes them trickier to tackle, so toggle your Binoculars on to locate them first.

The final member of the recon team (who sometimes appears) is lurking among the rocks; drop him with a Grenade behind him and rifle fire.

Plan 02.1: It's a little more efficient if you Cloak, drop to a Crawl behind rock cover, and tag each recon foe one at a time without making a sound.



Plan 01.2: Head up the winding path **12** to the comm. tower. Before you can see the area below the tower, throw a couple of well-aimed Grenades. Make

sure the Grenade bounces off the comm. tower and drops in the middle, breaking the metal shed at the base of it and usually killing one of three well-armored foes.

Throw in another Grenade at the turret emplacement and dash in with your Shotgun blasting. There's a foe at the turret and two at the rear of the tower vantage point.



Plan 02.2: If you're continuing with a stealthy option, you can Cloak and maneuver to just in front of the machine gun turret. Line up two foes, one behind the other, to cut down and blast them with auto-rifle fire. Then deal with the soldier at the far end.

OPTIONAL PATH



10D. Comm. Tower First, Defenses Second

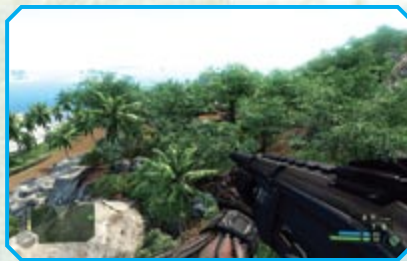


Walkthrough

CONTACT
Objective 10



Plan 01: A cunning plan is to head to the entrance gully where the enemy defenses are, then peel right, moving northwest up a large rock promontory (II). Use Strength Jumps and ascend the large rock face all the way to the top.



The enemies see you jump up and over (or near) the sandbags, so charge the nearest one and Punch him to death. Then attack the area using Speed and Strength Punches,

or guns and Cloak, or Grenades. This plan has the advantage of your not encountering the recon team; they aren't currently here.



Afterward, kick the sandbags away to the left of the large tree overlooking the defenses below. You can now drop or throw barrels, the shed roof, and the large metal

gun cases down on the defenses, then drop Grenades to finish them off. If the defenders are still alive, slide (don't jump!) down the rock face with your guns blazing.

Plan 02: If you're feeling mischievous, you can use Strength Jumps to reach the metal roof of the shed at the base of the comm. tower and strike foes from here. This can be done during **Optimal Path 10C**, too.



You can also use the following pieces of scenery as deadly weapons: barrels, metal gun cases not stacked on the heavy palettes, or the shed roofs, which can also be punched off the comm. tower plateau onto the defense area guards if you took this area first.



ADVISORY

There are four Grenades, Shotgun ammo, and Rifle ammo on a weapons box at the foot of the comm. tower. Don't aim directly at these items, or you'll explode them. However, you can shoot a Grenade if a foe is standing next to it, and explode the Grenade from range!

OPTIONAL PATH



10E. Approach from the Dirt Road



POINTER

This can be attempted prior to attacking the KPA Command Post (Objective 08 onward).



Plan 01.1: If you backtrack, look for a slightly lower part of the long rock wall, near where the dirt track forks

(II). Head southeast and Strength Jump up this area.



Plan 02.1: Or, Boost and drive a Pickup up this rock wall!

Plan 01.2: From here, you can follow the dirt path to the defenses or turn left and Strength Jump up to almost the top of the path to the comm. tower.

Plan 01.3: If you engage the defenses area, lob a couple of Grenades just in front of the three foes so they retreat out toward the KPA settlement. Then rush to the machine gun turret and slay them using this weapon.



Plan 03: You could also (if you haven't engaged the KPA Command Post settlement) lure guards from the buildings back up to the defenses, then strafe them with machine gun fire from the turret.



WARNING

Watch for the recon team arriving soon afterward if you tackle the defenses from the rear.

Plan 02.2: If you drove up the rock face, you can maneuver toward the defenses, then let the Pickup trundle down and Strength Punch it into the defenders.



POINTER

Once the defenses are destroyed, pick a plan and ascend the hill to defeat the foes under the comm. tower. Or, ignore them, and head to your rendezvous point.

OPTIMAL PATH



10f. Rendezvous at The Anomaly



Once the area is secure, move in a roughly easterly direction to an unguarded defense post 11. Move through it and up a rocky gully. Follow the gully as it winds

past Waypoint 12. Look for the odd glistening object up ahead. Continue along the gully until you reach the strange

sight of a completely frozen boat deposited in the jungle!

The Lusca's Call Encountered!

Prophet has lost the secure channel to JSOC. They stare at a frozen boat in the jungle gully. A gigantic, tentacled thing suddenly appears, smashing the boat in half, and scoops up Jester, then rapidly bolts away!

The beast tears through a few KPA soldiers. Use Speed, and run after the beast as it flies down through the gully.



Walkthrough

CONTACT
Objective 10



STAGE 2: RECOVERY

STRATEGIC MAP AND OVERVIEW

AVAILABLE INTEL: LOCATE AND EXTRACT CIVILIAN HOSTAGES

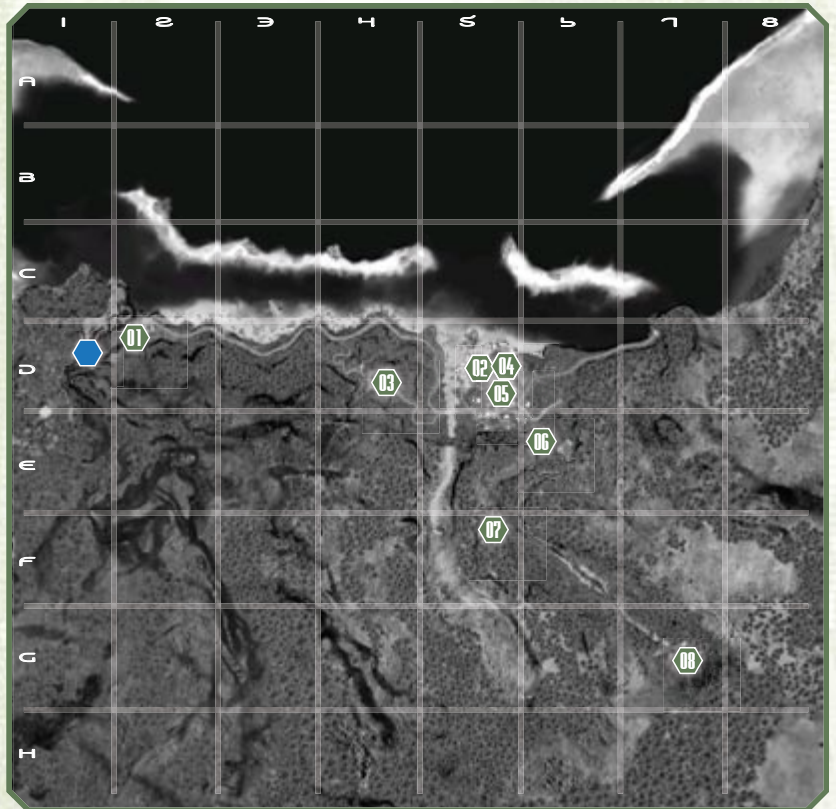
We have discovered the approximate location of the excavation site. There are still five hostages out there. Move out to investigate.

With Aztec and Jester wrenched apart by airborne abominations, it falls to the remaining three men to locate the hostages. Venturing out into a small communications area, they encounter light resistance, and Prophet learns of a nearby friendly holed up in a village four clicks to the south—it's one of the hostages! On the way, roving patrols of KPA must be met and neutralized. Additionally, learning the location of a Missile Launcher and DSG 1 Sniper Rifle is recommended.

After optionally obtaining the hostage's precise location from a radar station, and taking out a roadblock, you should pore over the necessary maps of a sprawling coastal village. There are dozens of routes to take, and 50 KPA dotted throughout the settlement to be eliminated. After you locate the hostage in a school room, she reveals some mission-sensitive information, and is escorted from the fray by Psycho, who's been more than helpful backing you up. However, part of a KPA armored division is arriving, and you need to destroy two Tanks! Then Prophet locates a cave entrance that leads to a KPA military base where the remaining scientists are being held. Venture along a stream, engaging increasingly large numbers of KPA recon teams, before avoiding an all-out North Korean ambush!

LEGEND

 Deploy Point  Objectives



OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
02	01	Capture the Communications Trailer	05	05	Destroy the KPA Tanks
05	02	Find the Hostage in the Village	06	06	Proceed to the Rendezvous Point
04	03	Find an Access Point for the NK Tactical Network	05	07	Proceed to Prophet's Location
05	04	Find the Hostage in the School Building	07	08	Head Upriver to the Cave System

Objective 01. Capture the Communications Trailer



"What's happening, boss? We're droppin' like flies!"

—Psycho

Raptor team finds Jester's remains crumpled against some rocks. As Psycho swears like a trooper, Prophet vaporizes the corpse and Nanosuit, and pays his respects. The mission must continue: Prophet informs you of a KPA Command Post up ahead.

OPTIMAL PATH



01A. Clearing the Comm. Trailer



Plan 01.1: Move along the jungle gully, following Psycho and Prophet, until you reach the clearing where KPA Special Forces can be seen lying on the ground. Prophet orders you to cover him, so stay behind or to the side, hiding in cover, while he descends to the trailer.

Plan 02: Your foes are already dead. Something else has gotten to them first. Save your ammo for later. This is the easiest leg of the mission so far.



Plan 01.2: Outside the communications trailer, Prophet attempts to listen in on the KPA secure channel. He reports that there's sporadic combat, and the

Koreans are spooked, too. Move around the outbuildings **12** toward the low metal fencing. Hop over the fence and proceed down the hill to an LTV ahead.



POINTER

After Prophet accesses the KPA radio communication, you receive your next Objective: there are hostages to be rescued in a village a few miles from here. Get to it!

ADVISORY

While Prophet eavesdrops on the KPA, search the pallets on either side for batches of ammunition for your Rifle.

In this area, it is wise to keep stocked with ammo for both Rifles (the SCAR and the FV71) as these offer long-range precision that's needed in this area.

ADVISORY

If you haven't figured this out yet, remember that double-tapping and holding **Shift** automatically engages Speed. You revert back to your previous Nanosuit function when you release this key.

OPTIONAL PATH



01B. Cabbage Patch Carnage



Plan 01: The numerous objects in the area make future takedowns extremely satisfying. Simply grab an object, head down the road, then Strength

Throw at the first foe you see. Here are some of the best objects to utilize:

The barrels in and around the shacks.

The long wooden boards propped up near the boat **11**; these can level all three foes if they are grouped together.

The outboard motor by the garage.

The green plastic trash crates; one is behind the garage, the other is to the left of the white shack steps.

The wheel barrow on the right side of the white shack.

The rusting oven by the first metal fence overlooking the cabbage patch.

The black trash bin on the left side of the white shack.



Walkthrough

RECOVERY
Objective 01

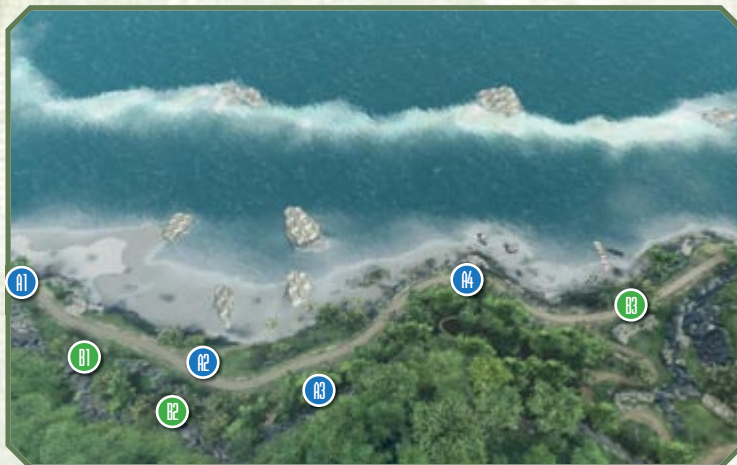
The two gas cans inside the garage; lob them and then blast them with your weapon, creating a Grenade-like explosion.

The pile of bound wooden beams. Strength Punch the pile to release them, then grab individual beams to lob.

Plan 02: You can also use the garage, white shack, or boat house roofs as cover or a vantage point from which to fire or lob Grenades or objects.

Plan 03: Or, you can quickly run to the machine gun emplacement **B2** and start some rapid fire on foes in the road.

Objective 02. Find the Hostage in the Village: Part 01—Coastal Recon



"You guys aren't going to believe this, but it sounds like General Ri Chan Kyong is in charge of this entire operation!"

—Prophet



ADVISORY

If your turret fire is less than competent and the two foes escape, disembark and begin a Cloaked search in the undergrowth using your Binoculars. Slay them with your preferred weapon.



02A. Patrolling the Road (by Vehicle)



POINTER

This objective takes some time to reach and complete, and is split up into various parts, each with a different set of routes you can take.



Plan 01.1: At the end of the cabbage patch is an LTV with an unhooked trailer. Climb inside and begin to drive along the coastal road in front of you. There's an immediate gap

in the barrier that allows you to drive down onto the beach **B1**, but this is a Discretionary path.

Instead, drive around the bend in the road and continue on. If you didn't waste any time after Prophet's instructions, you can stop the LTV at the start of a long left bend, by a foot trail leading down to the beach **B2**. Park just to the right of the restaurant and surf school sign. Here, you spot two foes sitting on the beach. Strafe them until they fall.



Round the left bend and listen for Prophet's advice on snipers. Notice the rocks and woodland to your right **B3**. You can disembark and maneuver through here toward a KPA

Scout company that is patrolling this area up ahead at the next corner.

Or, you can continue to drive along this road, looking at the gap in the tree line on the promontory above and to the right of you. There's a sniper here! You can bring him down from your LTV using the turret if you're a crack shot.



However, you should think about slowing your vehicle down and parking before you round this bend. Park across the road and wait for another LTV to arrive. If you didn't hurry to reach this point, you meet the LTV on the road you drove along. Strafe the gunner with turret fire, then slay the driver and passenger without leaving your vehicle.



Plan 02: Or, you can park your vehicle in the road, hop out, move into cover, wait for the enemy LTV to arrive, then shoot out the gas canister on the rear of the vehicle, and finally, step out to slay the confused and burning foes.

Plan 03: Or, you can Boost in your vehicle, charge at the LTV, and crash into it. Be sure you hit the LTV and shunt it over the edge of the road and onto the beach, then mop up the survivors. This is messy, but spectacular!

Plan 01.2: When you've finished removing the KPA forces from this area, head along the road to the next corner (H) while listening for an update from Prophet, and plan to tackle either the forest recon foes or a roadblock.

Plan 04.1: A Beach Drive: Another idea is to drive down the initial opening by the LTV's starting position (I) and onto the beach. Slow down to avoid tipping over your vehicle and drive along the beach adjacent to the road.



sitting on the beach before attacking the LTV. You can then continue along the beach in the LTV, or move along the road on foot.

Plan 04.3: At the right turn (H), you can carefully drive through the shallow water and turn to strafe a three-man boat team heading your way. Cut through them, and quickly move to the moored Small Patrol Boat. You can now attack the village by sea!

Plan 04.2: Ignore the enemy LTV, or get out, scale the rocks to the road, and begin taking it down from the foot trail. Drive to this trail area and slay the two guards



02B. Patrolling the Road or Beach (on foot)



ADVISORY

It is far better to use the LTV and disembark from it a few times to tackle foes than to maneuver up the beach or road by foot.



cover, tackle the stopping LTV, move to the restaurant sign, engage the two beach foes (E), then head to the woodland on your right (B) to engage the sniper.

Plan 01: By Road: Your task is to reach the area around Waypoint (H). You can follow the road itself, but this is essentially a laborious process: Hide behind



Plan 02: A preferred plan is to move up the rocky hill to the south of the

parked LTV (I) and halt at the top. Watch as the enemy LTV drives along the road below you (you can view it all the way from the bend in the road near Waypoint (H)). Then snipe the gas can with a Reflex-Sight shot, or lob Grenades, and dispatch the vehicle from this height advantage. Or, snipe the foes inside and claim the vehicle for yourself.

Then skid down the rock wall and stay in the undergrowth to the right while following the road to the south. Step into cover and Speed Sprint along the stony scrub. Halt at the bend; there's a gap (E), so you can spot the two beach foes, then drop down to the restaurant sign and kill them from here.

Plan 03: By Beach:

You can ignore the LTV and head along the beach, moving to the location of the two beach guards and slaying them, then using Speed



to romp around the dotted rocks and engage a three-man boat team near Waypoint (H) [moving from Waypoint (I) to (E)]. You can use Cloak and cover, as object-hurling is much more dangerous.

From here, you can either steal the Small Patrol Boat moored on the small wooden jetty, or move up a ramped trail to the road (B) near a path up to a radar station (to the southwest) and a KPA roadblock (to the southeast).

Plan 04: Beware of a Small Patrol Boat offshore during any beach activities you undertake; they can strafe you easily, so use cover and well-aimed shots to take them down, or else retreat to the road. If you manage to blast the gunner and pilot, swim to the Small Patrol Boat, or use the moored one at the jetty.



WARNING

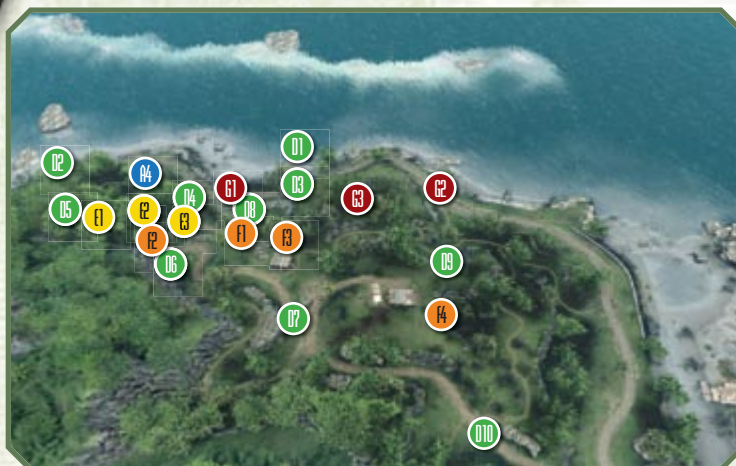
During this exploration, you may spot three KPA Helicopters skimming the water to the south. **Do not engage them!** You don't have the firepower to stop them: It takes at least 400 bullets to blow one up, and that's without having to dodge the Rockets these birds fire at you and the foes swarming your location!



Walkthrough

RECOVERY Objective 02

Objective 02. Find the Hostage in the Village: Part 02—KPA Takedowns



“‘Han River Massacre’ Kyong? Why would he be here?”

—Psycho

checking the sniper’s position with your Binoculars. Then Cloak and advance until you have a clear shot. Take it with a silenced rifle burst.

Inspect the body, but only after checking to see whether your antics have startled any nearby foes. When the coast is clear, grab the DSG1 Sniper Rifle.



The following hostiles are on patrol in this area, and the tactics we provide showcase the different methods of locating and eradicating them:

- The sniper
- Two four-man KPA recon teams (one in the jungle and one on the beach).
- Three-man KPA boat team.
- Eight-man KPA roadblock squad.

These are the only foes, aside from those at the radar station [Objective 03], you encounter before you reach the village.



To reach the village, the optimal path is to engage the four-man KPA recon team, then move to secure Objective 03. Then head down to the village, ignoring the roadblock, and infiltrate the village via waterfall to the south.

DSG1 Sniper Rifle Obtained!

Assault Scope Obtained!



The Sniper Rifle is an obvious asset, but the Assault Scope makes it deadly. Remember to equip it on your Sniper Rifle, and your SCAR, too!

Plan 02: Another way to defeat the sniper is to drive along the road below him and shoot him off his feet with the LTV’s turret, although he can easily escape if you miss.

OPTIONAL PATH



02D. The Recon Teams and Boat Team: General Takedown Tactics

The boat team is in one of these three locations:

01. Moving along the beach from Waypoint 01 to 02.
02. Moving up from the beach and onto the road from Waypoint 03 to 04.
03. Standing around the corner from Waypoint 04, on the road.

Two recon teams are in two of these general locations:

01. Moving slowly along a trail above the road at Waypoint 04 from Waypoint 05 to 06.
02. Moving slowly down a winding jeep trail north of the radar station [Objective 03] from Waypoint 07 to 08.
03. Moving slowly along a winding foot trail south of the radar station from Waypoint 09 to 10.

OPTIMAL PATH



02C. The Sniper

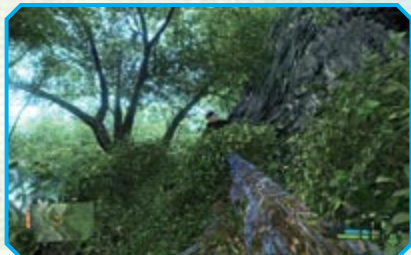


Plan 01: Begin at Waypoint 03, after clearing the beach of the two sitting foes and the LTV. Jump up to the right, and move along the tree-covered bank,



POINTER

Tactics for tackling this boat team on the beach have been detailed previously. Execute this plan if you wish to avoid the radar station or roadblock and want to head to the village by sea. All other takedowns feature the same general strategy, and are designed to be used no matter where you are located.



Plan 01: Cloak and Destroy:

Use Cloaking to dart from one hiding spot where you may have been spotted, to another that the foes haven't seen. Then strike

them from the new position, using short, controlled bursts of rifle fire. Remember to back up so you aren't swamped. Don't run forward into the group, or you'll be outflanked and defeated.



ADVISORY

Even though the foliage is dense in this area and the ground is steep, slow and steady progress is best. Keep constantly flicking your Binoculars on to check you aren't being outflanked.

Also use the Assault Scope on your regular rifle, along with Strength to steady your aim. Switch to Armor if the enemies get too close.



Plan 02: Single-Bullet Time: The other main plan, especially if you have a vantage over the foes along a trail, is to use the Sniper Rifle and Assault Scope. This is effective at middle to long range only. Line up the foes as they dart from cover to cover, and bring them down with a single shot.



ADVISORY

With this tactic too, flick the Binoculars on to see where the others are moving to, and continue the combat. You should be more aware of enemies closing in on your location using the Sniper Rifle, as it isn't advisable to use it at close quarters.

Also be sure you use your Assault Scope to look through foliage. Bullets easily pass through bushes, so be sure to tag foes you can't even see; it's easier than advancing!

Finally, make sure you Crouch or Crawl so foes find it difficult to strike you back, and use Strength to steady your aim.



Plan 03: Grenades and Gore:

A final plan involves a distinct lack of subtlety, and a

whole lot of close combat: rush in and circle-strafe around your foes, lobbing a Grenade to the rear of the group so they come forward into your gunfire. Cut them down with Rifle shots, either using Armor or Speed to dodge their fire. Continue this tactic, or mix up any of the three plans, for best results.



POINTER

You can also try Strength Punches and leaping in, but the ground and topography make this difficult, as does the lack of objects for you to hurl at these foes.

02E. The Boat Team: General Locations for Combat to Begin



Plan 01: From the Sniper's Spot:

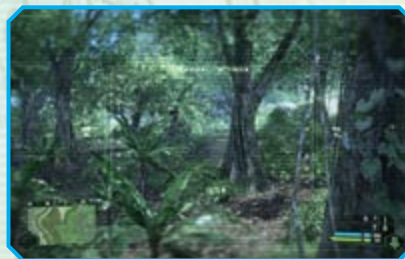
Location 01: If you took down the sniper, use this vantage point above the road to locate the boat team. They may be

advancing along the beach ([01] to [02]). You can easily drop down to the road and go across to the gap in the concrete fence and tag them from there, or lob Grenades down on them.



Plan 02: From the Sniping Spot:

Attacking Locations 02 and 03: If you took down the sniper, use this vantage point and look using your Binoculars



for signs that the three-man team is coming up from the beach onto the road (Location 02), or is already on the road (Location 03; [01] to [02]). Then tag the foes as they try to maneuver through the trees to your location. Venture down the trail ([01] if the foes are farther away, or shoot one from range to attract them toward you.



Walkthrough

RECOVERY Objective 02



Plan 03: On the Road:

The first plan is easily performed as you round the corner **(H)** in your LTV.

The boat team is sometimes on the right side of the road at the foot of the steep jungle trails area **(P)**. Bring the LTV turret and cut them all down.



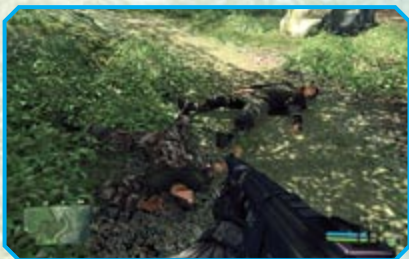
Plan 04: On the Road, Behind the LTV:

Or, you can disembark from the LTV and use it as cover. This is advisable if any of the boat team have fled into the thick forest cover to your right **(P)**.



Plan 05: From the Overlook Ledge: There's an overlook ledge **(B)** above the road that gives you an excellent view of the beach patrol, the jeep trail, and the roadblock. As long as you aren't attacked from behind, you can launch long-range shots from here while Crawling without much retaliation.

02f. The Recon Teams: General Locations for Combat to Begin



Plan 01: From the Sniper's Spot:

Complete Optimal Path 02C first, then look to the trail to the south, which winds up from the trail entrance at **(P)**. This area

is an eventual patrol path for one recon team **(B5 to B6)**.

If the sniper made a sound, the recon team attacks, but it's better to keep them at bay with the Sniper Rifle and Cloaking. Use the Assault Scope and SCAR Rifle fire if the foes are heading your way.



Plan 02: From the Winding Trail:

Locate the trail on the right side of the road, just before the roadblock. To your left is a slope down to

the beach and jetty where the Small Patrol Boat is moored, and possible boat team activity. The LTV (plus three foes to tackle) is located here if you didn't destroy it earlier. Move up the jeep trail to the right **(H)** as it winds west and southwest, thus avoiding the roadblock.



You'll reach a junction **(P)**. The path to the northwest leads to the sniper promontory and patrol route **(B5 to B6)**. Check the thick undergrowth with your

Binoculars for signs of life, then engage. If no foes are to be found here, continue up the jeep trail and engage them somewhere along route **(H7 to H8)**. Unfortunately, you don't have the advantage of height.



Plan 03: From the Rocks South of the Winding Trail:

You can follow the jeep trail or peel off at the first bend, using Strength Jumps to ascend the rocks, traveling past a rusting washing machine to a trail **(H)** that leads up to the white shack on the outskirts of the radar station. You'll receive Objective 03 during this time.

From here, you can Cloak and head around the right side of the shack, join the top of the jeep trail, and engage the recon team from above [somewhere along route **(H7 to H8)**], using the height advantage or the rocky outcrop overlooking the jeep trail.



Plan 04: Along the Trail South of the Radar Station:

When you move up the jeep trail and take the rocky left side **(B)** up to the trail, turn left and head down



it, or the maneuver among the rocks and undergrowth to the left or right. Pass the trail on your left, which heads down to the roadblock **(H)**, and scout this trail for foes if you wish.



Plan 05: From Above the Trail South of the Radar Station:

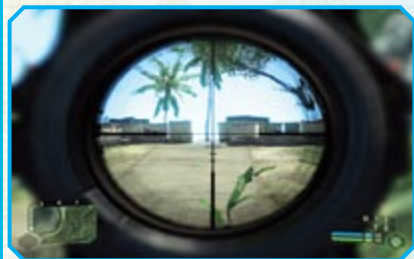
This occurs once you've secured the information from the radar station (Objective 03). Check your Binoculars and ready yourself for combat with a second Recon team. Move to the edge of the hill that the radar station houses stand on **(H)** and scan the trail below for foes.



OPTIONAL PATH



02G. The Roadblock: Enemy Engagement Plans



Plan 01: Full Frontal Assault: The roadblock is another optional engagement that can be attempted from a variety of directions. The first is from the

road. From the corner near the ramped trail down to the beach (K), use the rocks on the right as cover (G). Bring out the Sniper Rifle and down as many foes from this location as you can. Then advance using Cloak and finish off the rest.

Plan 02: Approach from Behind: Or, you can move down the trail to the left of the barrel and tree and skirt around the beach, then Strength Jump up the rocks on the other side, landing on the road near a trail entrance (M).

This approach can also be made by maneuvering up the jeep or sniper trail area, passing the white shack near the radar station, heading down the trail that runs south of the radar station, and taking the path left to the road below. Of course, you can use the undergrowth and Strength Jumping to maneuver here instead of following the trails, too.

Now Cloak and creep up beside a newly spotted vehicle: a Troop Transport Truck. You can Crawl and shoot the feet of the foes on the other side of the truck, then use



it as cover and peer out to the right to blast the remaining foes as you make your way into the roadblock area, cleansing the roadblock of foes.

New Transport: Troop Transport Truck Acquired!



Plan 03: Another tactic is to approach head-on, but lob Smoke Grenades at the two machine gun emplacements, blinding the foes so they can't aim at you, then dropping them with quick, well-aimed bursts of rifle fire.



Plan 04: A final plan is to ascend the jeep trail, the trail behind the

roadblock, or the rocks to the left of the jeep trail, and then work your way along the beach-side cliff top. Drop down onto a large grassy promontory and work your way to the rocky edge above the roadblock (G). Optionally drop a Grenade into the hole of the transport truck, exploding it, then blast away at the foes or drop down and engage them.

Plan 05: Finally, another plan to try is to simply keep driving your LTV, using the turret to cut down the machine gun emplacement guards. Then stop at the sand crates and finish the remaining foes on foot.

No matter what combat plan you enact, move to the metal weapon crates opposite the truck behind the roadblock sand crates, and uncover a wealth of Grenades, ammunition, and a new weapon: the Missile Launcher!

New Weapon: Missile Launcher Acquired!



POINTER

The Missile launcher is an "explosive" device; if the explosive icon is flagged in tactics to come, the Missile launcher is usually the weapon to use.



POINTER

You are close to a KPA radar station. Engage it [Objective 03], or continue to the village [Objective 04].



Walkthrough

RECOVERY
Objective 02



Objective 03. Find an Access Point for the NK Tactical Network



"Find a terminal and access their tactical network!"

—Prophet



ADVISORY

There are six foes to defeat. Two guards stand near the radar trailer. Three heavily armored forces are behind the trailer near the hut. One is at the south end of the fence, patrolling the area.



03A. Securing the Data with Stealth



POINTER

This objective is optional. If completed, it allows you to pinpoint the location of the village hostage. It can be attempted before or after the roadblock is secured. Apply these tactics after any KPA recon squads are defeated [see Paths 02D and 02E].



Plan 03:

You can alter your path, too: Instead of heading in from the white shack, move southward, following the trail downhill and then around to the west. There may be a KPA recon squad here. Now turn north just before the trail meets up with the jeep road B4. Speed Sprint up here, switching to Cloak when you spot the top of the radar shack roof B5. Then employ stealth, as described in Plan 01.



Once the area is secure, locate the computer and download the available data. This brings up the exact location of the hostage. She's being held in a school in the village at the base of the valley.

Now check the table to your right. The table holds FY71s and Rifle ammo.

Be sure you step out the back of the shack and locate a weapons haul! There's a DSG1 Sniper Rifle, a Missile Launcher, and more Rifle ammunition!

You acquired DSG1 Sniper Rifle!

You acquired Missile Launcher!



Plan 01: Super Stealth:

Secure the area below the radar station. Move to the white shack north of the station shack A1. Look to the south and the low metal fence by the two parked vehicles. Cloak and head to the thicket left of here B2.

Make a Cloaked maneuver along the eastern edge of the hill plateau. Look right, and

you'll see the top of a radar trailer. Optionally de-Cloak, and attract the enemies' attention [but don't engage] before continuing around the edge of the plateau to the grounds at the back of the radar shack B3. From here, re-energize.

Cloak again, and move into the back entrance of the radar shack, taking care not to reload or make a sound. The enemies are usually around this building and near the radar trailer. Locate the crate on the desk—there's a PC inside it—and download the intel while Cloaked. Prophet lets you know he's received it. Exit the way you came without firing a shot!



ADVISORY

Be certain you grab all of this ammunition, as you'll need it (and more besides!) for the village infiltration to come!

OPTIONAL PATH



03B. Securing the Data with Assault Tactics

ADVISORY

Be sure you've taken care of the roving KPA patrols before assaulting this radar station, or you may have six or more additional troops appearing, usually along the western or southern slopes.



Another cool way to decimate the enemies in this area is to Strength Jump onto the roof of the white shack. Drop to a Crawl, and bring out your Sniper

Rifle or Assault Rifle. Hook the Assault Scope and use the pitch of the roof as cover. Begin to quickly tag each enemy as you see him. Check your Binoculars, then drop down, Speed Sprint to the trailer, and finish off any stragglers.

Naturally, you can take a more direct approach by running up to the fence behind the two parked vehicles, hopping over, and using the Pickup Truck as cover. Drop the foes standing near the radar trailer and then advance.



ADVISORY

You can also get in the Pickup Truck and drive, skidding and parking near the trailer and using the truck as cover. Crawl to shoot the feet of enemies from underneath the Pickup!

You can either head up the road, constantly blasting and then circling the shack, or head to the right around the radar trailer. This is a tight squeeze, so watch for Shotgun-equipped foes! Or, you can Cloak and move along the western fence while Crouching. Pop up to tag foes through the window or near the fence.

You can also approach the hut from the west or south, heading in a southeasterly direction up a rough trail from the jeep road. This brings you up to the metal fence. Cloak or Speed and use Strength to attack from here.

ADVISORY

You can also Crouch on one side of the radar trailer and shoot the feet out from under foes on the other side.

OPTIONAL PATH

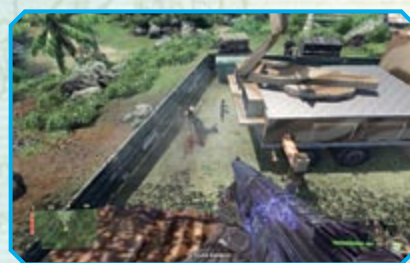


03C. Coming Out of Left Field

Plan 01: If gunfire isn't your favored option, unfortunately there's little in the way of debris to pick up and use. There's a barrel at the foot of the southwest trail near the jeep road. Use this, or better yet, the rusting washing machine in a rocky dell. Prep a Strength Throw (hold F) while charging the KPA. The object absorbs some of the gunfire. Then Throw it into two foes and begin a firefight.

Plan 02: If you still have access to an LTV, or you've driven the Transport Truck along the road and up the jeep trail (either entrance), you can maneuver up to the radar station while gunning down foes using the vehicles' turrets.

Plan 03: Also remember that the roof of the radar shack can be leaped on and used as cover, or struck with a Melee Attack, dropping you down onto the laptop table itself. This is useful if you need to use the roof as a shield while re-energizing.



ADVISORY

With any of these techniques, make sure you take down foes in the scrub to the west of the radar shack, as they sometimes leap the fence and hide there, as well as inside the shack itself.



Walkthrough

RECOVERY
Objective 03

Objective 04. Find the Hostage in the School Building

"This is Psycho. I'm moving into the village now. I'll provide support!"

—Psycho



If you failed or ignored Objective 03, this is the continuation of Objective 02. This part of the Walkthrough is detailed a little differently. It showcases the following:

Part 01: The different routes to reach the village perimeter.

Part 02: The main areas from which you can infiltrate the village.

Part 03: Once inside the village, combat tactics in the various village locations.



The preferred method of entering the school building depends entirely on your mode of play, but you should locate the hostage only after you defeat almost all of the KPA foes.

There are around 50 KPA enemies scattered throughout the village and inside buildings.

Tactically, the most proficient path is to enter the village via the western rock wall.

Then engage in combat at the gas station.

Next, move toward the school, and secure the exterior area.

Then move on to the Village Hall, clearing it both inside and out.

Now deal with the eastern shacks near the beach.

Only then should you enter the school building, finish off the remaining few foes, and rescue the hostage.

Part 01: Village Perimeter Routes



04A. Heading Down from the Radar Station



Collect your ammunition and new weapons. Remember to fit your Rifle and Sniper Rifle with an Assault Scope.



Plan 01: Over the Rocks: Make your way down the grassy slope due south heading for the trail and junction with the jeep road. Carefully check the trail as a KPA recon

patrol may need to be tackled here. On the way, hop on a rock and use the Assault Scope to check the village's outer defenses below.

Move south a few feet, over the trail, and to the edge of a cliff (P) —or rocks to the right just off the bend in the jeep road) overlooking the tarmac road and bridge. You can check the village's main defenses: a pair of sentry nests behind which is a gas station. Although you can fire from this extreme range, it is very difficult to take down a foe with only an Assault Scope. Instead, use this plan to reconnoiter the village outskirts.

From here, you can drop down off the cliff to approach from the road (Optional Path 04B), or move to the right to the jeep trail. Moving left along the foot trail takes you back to the white shack near the radar station and the roadblock; only go there if you need to.



Plan 02: Down the Jeep Road: You can either Speed Sprint or drive down the jeep road, passing a trail junction to your left and right as you go (B), then maneuvering all

the way down to the road [Path 04B]. Or, you can climb out of your vehicle and move down the dry stream bed (B) to the road and check the sentry nests from the road area here.

Plan 03: Move down the rocks or the jeep road as normal,



but when you reach the junction where the trail crosses (B), peel off to the right. Follow the forest trail, occasionally checking for foes using your Binoculars. You eventually reach the river (B) where you can either head to the road, or cross near the waterfall. You're completely in cover using this route and can't be seen.



Walkthrough

OPTIONAL PATH



04B. Approaching from the Road



Plan 01: Whether you're on foot or in a vehicle, continue from the roadblock (B), traveling past the start of the hill trail to the white shack and around

the radar station. Look on the beach side. At the restaurant sign (B) is a gap in the road. You can maneuver through here and head toward the river mouth [Optional Path 04G] and rocky island here.

Plan 02: Or, you can continue along the road to the bridge, or anywhere before it, and cut across the river to the shacks on the opposite side [Path 04G]. Or, you can maneuver to the near side of the bridge and start a full-on assault [Optional Path 04F]. Or, you can head west toward the waterfall and make a stealthy entrance via the waterfall [Optional Path 04E].



ADVISORY

At any time, you can bring out a scoped weapon and view the outskirts of the village. The only foes [aside from those at the sentry nests] are standing near the rocky island. There are two, and they're easily downed with ranged shots.

04C. Approaching from the Beach



Plan 01: If you're coming in from the beach, trudging through the shallow waters, use Speed and Strength to navigate any boulders, until

you reach the group of dotted rocks at the mouth of the river (C). From here, you can maneuver south across the water to the rocky island, or southwest toward the minefield and riverside shacks (both are covered in Path 04G). Use Speed and Cloaking to avoid detection, and the Assault Scope to check the perimeter for foes.

Plan 02: You can actually drive the LTV or Transport Truck down the grassy bank from the restaurant sign (B) and across the shallow rock-filled water, strafing the two enemies with your turret. However, you're moving slowly and can get stuck numerous times.

OPTIONAL PATH



04D. Approaching from the Ocean

Plan 01: Take the Small Patrol Boat from the small jetty and pilot it southward. Quickly check to your right for a spectacular view of the islands,



then look southward again and pick a landing spot. Your first option is to negotiate the rocks at the river mouth (B) and land by the river shacks [Path 04G].

Plan 02: You could also get out on the left or right side of the bridge (B) and engage the sentries, although this is more dangerous [Path 04F].

Plan 03: Or, pilot the boat up the river, all the way to Waypoint (B), and get out by the waterfall [Path 04E].

Plan 04: Or, you can land on the rocky island (B) and use the cover there [Path 04G].

RECOVERY
Objective 04

Plan 05: Another plan is to ram your Small Patrol Boat into the shack on the southwest side of the island (15) near the eastern entrance point.

Plan 06: Or, you can moor the Small Patrol Boat anywhere along the eastern beach, or even dive out and attempt a Dolphin Jump (Speed, then a Strength Jump as you leap out of the water) to land on the rocky outcrop (16) at the far south end of the beach. From here, clamber onto the grassy plateau overlooking the village (Path 04H).



POINTER

Any of these locations can also be reached by swimming to them, although it takes a lot longer and you're more prone to enemy gunfire. Remember, you can also use your boat as a shield to hide from enemy fire after you disembark.

Part 02: Village Infiltration Points



POINTER

This village has about 50 KPA soldiers carrying Rifles or Shotguns. You're likely to be facing between one and eight at a time, often from multiple angles. The information in Parts 02 and 03 offers general strategies on dealing with these enemies based on the available terrain. Your assault tactics may need to change as you go.



WARNING

The entire perimeter of the village, except for the bridge and the north and west areas you can't reach (except by ocean: Path 04D. Plan 06) is surrounded by mines. These blow you into tiny chunks if you walk over them, so keep away, or use one of the following techniques in the Advisory.



ADVISORY

01. Throw a Grenade or launch an explosive (such as a Missile) into the ground where the mines are. The surrounding area explodes, allowing you to run through. Note that the minefields to either side are unaffected.
02. Speed Sprint, then Strength Jump, to pass through a minefield faster than the mines can detonate, using the Strength Jump to leap over the machine gun nest or barbed wire, and into the village compound.
03. Throw an object into the minefield, such as a barrel or a grabbed enemy.
04. Punch a heavy object, such as a canoe boat or boat trailer into the minefield.



APPROVED TACTICS



Plan 01: Move to the waterfall area on the western perimeter, near the bridge (11). Cross the river at this point, move to a clump of rocks (12), and look across at the sentry nest (13) that's farthest from the bridge. Bring out the DSG1 and snipe the gunner. Then repeat this until three or four more foes who run to man the machine gun are killed. If you want silence, use your silenced Assault Rifle with the Assault Scope.



Now make a cunning move across the minefield: Speed Sprint over the dangerous ground, heading to the sentry nest (13). You'll move faster than the ground under you explodes. As you reach the sentry nest, Strength Jump over or into it, and stop here if you need it as cover. Then begin tactical takedowns in the area of the gas station (Path 04I).



Plan 02: Instead of moving to the clump of rocks where you can hide and shoot at the sentry nest, ignore this area and concentrate on Speed Sprinting along the rock perimeter sides, then Strength Jumping the barbed wire into the corner of the village. Use the sand crates (14) as cover if you need to.



OPTIONAL PATH

04F. Over the Bridge and Past the Sentry Nests



WARNING

A direct attack over the bridge is possibly the most dangerous method of entering the village! However, Plan 01 is still more than feasible and results in the least damage taken.



OPTIMAL PATH

04E. Along the Western Waterfall Wall

Plan 01: Smoke Trails:

Arm yourself with Grenades—either the Smoke Grenades you grabbed at the roadblock or the school, or the Flashbangs from the school or gas station store (use **H**) to cycle through your Grenades). From the near side of the bridge **(H)**, Speed Sprint forward as you throw three Grenades. Aim one at the left sentry nest, one at the right nest, and one in the middle.

Speed Sprint forward along the road so you avoid the mines (or Speed Sprint over the mines, then Strength Jump into the right-side nest), and enter either nest from the front **(R)**. Shoot any foes at the nest and in the general area. You can now begin combat in the gas station area (Optional Path 04I).

Plan 02: There's always the good old-fashioned charge across the bridge with your Assault Rifle blazing! To avoid being cut down, lob three Frag Grenades: one in each nest and another at the road entrance. This throws foes into confusion, allowing you to head into the village and move anywhere you wish. Watch for foes recovering from under the destroyed nests and shacks, though!



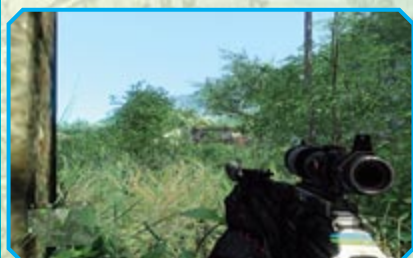
Plan 03: Sneaky Crawling:

Another excellent method for entering the village without being gunned down at the bridge is to cross at the river under the bridge itself, ideally on the left side. Move unseen up to the rock on the left side of the bridge **(H)** and begin to Crawl **(Z)**.

You can crawl past the "Danger! Mines!" sign, staying near the road, all the way to the two metal cross barricades **(H)** without needing to Cloak. Then Cloak and stand. Walk to the left (or right) sentry nest and defeat the foe inside (Melee Attack strikes ensure that others don't hear you). You can now start a fight at the gas station (Path 04I), or head northeast, to the digging equipment (Optional Path 04I).



You can crawl past the "Danger! Mines!" sign, staying near the road, all the way to the two metal cross barricades **(H)** without needing to Cloak. Then Cloak and stand. Walk to the left (or right) sentry nest and defeat the foe inside (Melee Attack strikes ensure that others don't hear you). You can now start a fight at the gas station (Path 04I), or head northeast, to the digging equipment (Optional Path 04I).



Plan 04: Sniping Spots:

Although previous rocky outcrops on the hill behind you (below the radar station) have provided a good overview of the village entrance, moving to the thickets on either side of the bridge **(H)** or **(R)** allows you to target all foes in and between the nests.

moving to the thickets on either side of the bridge **(H)** or **(R)** allows you to target all foes in and between the nests.

As long as you catch the nest gunners before they rip you apart with machine gun fire, you can down eight or ten foes from here before needing to cross the bridge and go into the gas station area. If you're constantly being struck by nest gunfire, drop to a Crawl, recover energy, Cloak, and move to another spot.

ADVISORY

Use Strength and Crouch or Crawl to steady your aim.

If you dislike the single-bolt action of the Sniper Rifle, use the FY71 or SCAR with the Assault Scope. Return to the radar station or move into the gas station if you need ammunition.

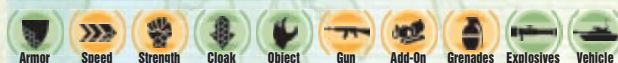
Remove the Silencer from your weapon. You want more enemies to approach this area so that you can slay them from range.

Plan 05: Missile Launching: Don't forget the Missile launcher you picked up (either at the roadblock or behind the radar station). This can be launched at the gas station for a spectacular explosion, while you rush the bridge and try to find cover on the other side of the nests.

Plan 06: LTV Charge: Of course, you can dispense with the on-foot tactics completely and drive the Transport Truck or LTV over the bridge, strafing the nests and careening into the settlement. From here, you can continue to the school building or step out and engage foes at any time. Watch the damage of your vehicle. You don't want to be caught inside when it explodes.

Plan 07: Washing Machine Mayhem: Remember the washing machine on the rocky hill near the white radar shack? Try carrying it over the bridge in a Speed Sprint while holding **(F)**. Double-tap **(Shift)** for Speed, but have Strength as your regular function. Stop Sprinting, and Strength Throw the object into the nest. Dive inside and finish the foe! You'll need luck on this one, but the washing machine does absorb some machine gun fire.

OPTIONAL PATH



04G. From the River Buildings



Plan 01: Move from the road or the dry stream bed **(H)** to either of the shacks on the opposite bank. Both the river buildings **(H)** and **(R)** have a similar

shape and fall apart under heavy fire or nearby Grenades, so don't rely on them for cover. However, either of them is excellent for Strength jumping onto the roof, dropping to a Crawl position to use the roof as cover, and then bringing out an Assault Scope-equipped Rifle to tag foes along the perimeter.



Walkthrough

RECOVERY
Objective 04

The building nearer the bridge is the better choice as you can snipe the main machine gun nests and, optionally, lob



Grenades in that area. But don't cross the ground directly, as mines are everywhere.

Plan 02: You could also head inside the buildings and use the windows as cover. You're more likely to have the building collapse around you due to enemy fire, though.

Plan 03: Or, you can Crawl up onto the river bank, using Speed and Cloak to cross the river unseen, and drop to a sniping point to peer over the bank. Check foe locations with your Binoculars and begin to snipe, using palm trees and rocks as partial cover.

Plan 04: Another crazy plan that yields spectacular results is to move toward the wrecked car (H) or upturned boat and Strength Punch them into the minefield. Then follow the path as the object triggers the mines until you eventually reach the perimeter. This is very dangerous, though, as many nearby mines are still primed.

Plan 05: You can use an LTV you found earlier and drive over the river (it is shallow enough) before maneuvering along the eastern side of the river (S) toward the sentry nests by the ocean (Optional Path 04H).

OPTIONAL PATH



04H. From the Eastern Ocean

Plan 01: Take down the two Scouts by the rocky island (H) as a matter of urgency. They are easily tagged from the road using a Sniper Rifle, ranged Assault Rifle, or the LTV's turret gun.



Throw one into the minefield! Then snipe the Special Forces foe across from you near the shack (H).

Plan 02: Or, you can rush the enemy from farther along the beach (in either direction), and dispatch them at close quarters. Or, better yet, grab and Strength



Plan 03: The barbed wire and mud that's been dug to create a rough perimeter wall can easily be taken out with your Missile Launcher or Frag Grenades.

However, be sure you Speed Sprint and Strength Jump over the wall breach you've made, as the mines are still a danger.

Plan 04: The rocky island (H) is a good place to reach from the other side of the river, but the palm trees between the island and the village gun emplacements sometimes partially hide enemies who can strike you from there. Either cut the trees down or maneuver to see your foes. Then begin a sniping takedown, with optional Grenade-throwing at the nests, and the Special Forces foe in the shack area.

Plan 05: If you're approaching by boat, you can run it aground at the shack where a Special Forces foe is stationed (H), and use the boat as cover before



taking him down. A few ways to do this include stepping around the corner and shooting, blasting through windows, or taking nearby items to slam into him (such as the motor boat engine that's leaning up against the wall facing the beach), Strength Punching the roof down onto him, or grabbing him to use as a meat shield and tossing him into a nest or the minefield.



Plan 06: If you land your craft or maneuver to the side entrance (H) where the two sentry nests are located, you can employ a direct attack. Use one of the

many techniques detailed at Path 04F, at the main village entrance. Plans include:

lobbing Smoke Grenades and Speed Sprinting in, blasting the entrance area and nests.

lobbing Frag Grenades or firing Grenades from your Rifle-equipped launcher, then charging.

Mooring the boat farther down past the sentry nests and sniping from a Crawl position.

Cloaking, then moving up the sand between the minefield and through the entrance.

Going crazy and leveling the nests with Missile Launcher fire.

Or, picking up a heavy object that helps absorb enemy fire and Speed Sprinting at the defenses while carrying it, then lobbing the object at a foe.



Plan 07: This is another excellent maneuver, as it allows you to reach the relatively lightly guarded south end of the village. Pilot your boat past the

defenses entirely, then swing around and moor at the rock wall **16** and disembark.

From here, you can try a Dolphin Jump (Speed and then a Strength Jump out of the water) onto the corner rocks, and up to a flat grassy plateau **16**. Or Speed Sprint and Strength Jump over the barbed wire (or detonate the mines with a thrown Frag Grenade). Head over the breach, and begin a village assault (**Path 041**) or a sniping camp on the plateau (**16**, as shown).



Walkthrough

Part 03: Village Combat Hotspots



This part of the walkthrough details the following, in each particular area of the village:

- 01. The best tactics when approaching from each general direction (including places to hide and fire from).
- 02. The buildings (or roofs) that can be destroyed, and the objects that are lethal when Strength Thrown.
- 03. The exit routes to take after the immediate area is secure.

Please note that these tactics assume you've already tackled all the foes en route to the points detailed.



Although you may spot helicopters lifting off from the middle of the village, it is wise to let them fly off. You don't want to deal with these choppers firing Rockets at you while you try to stave off foot soldier attacks, too.



By far the most proficient way to tackle this village is by using an Assault Rifle with an Assault Scope. Use this tactic unless otherwise stated.

Other options include picking up and using the Shotgun (this is wise to swap with your Sniper Rifle, as the Rifle isn't perfect for in-town takedowns).

You can also fire Missiles at groups of foes over a long range.

Rushing foes and using Strength Attacks usually gets you killed because you're being attacked by multiple foes. Save this for ambush attacks through breakable roofs, or when mopping up stragglers.

041. The Gas Station and Main Sentry Nests



Approaching from the Rock Wall to the West



Plan 01: Sand Crate Cover:

Whether you've been stealthy or not, the initial grounds have good cover if you hide behind either of the twin sand crates **11**. Keep

in mind, however, the sentry roof can be blown off, which impedes your movement. Stay by the twin sand crates next to the sentry nest, and start a firefight from here. Tackle five or six foes at the main sentry point **12**.



You can shoot through the gaps between the two sand crates, which provides total cover but a limited field of view.

RECOVERY
Objective 04

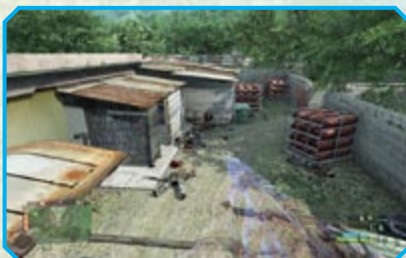
From these crates, try some of the following:

Lob Grenades at the sentry nests at the main entrance, and use your Assault Scope to pick off foes that come to investigate.

Lob Grenades into the adjoining garage shack at the side of the gas station, or knock through the walls and step back (to ⑥), then use the remains of the building as cover and shoot down advancing foes.

Or, Cloak and punch out the parts of both sides of the garage and use it as cover. The hole helps you view enemies from afar (you can back out and snipe from the sand crates, for example).

Advance in a northeast direction to the wooden crates ④ and use them as cover (these crates do disintegrate under fire, but can be picked up as movable cover). Then move to the green trash bins and partial concrete wall ⑤ to continue your takedowns.



can use the windows to view the back of the garage, and the barrel by the rear window to enter.

From this rooftop (or inside the shack), you can try some of the following:

Lob Grenades and destroy the garage or the shack roof of the gas station, attracting foes with the noise, then sniping them as they appear.

Use Binoculars to locate incoming foes from the jeep track (by the main sentries), the rear of the garage, or the small allotment area to the southeast. Use the roof as cover and take down foes as they try to outflank you.

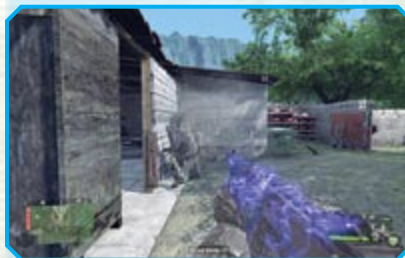
Watch the entrance to your right ⑥. The partially open door is the place where foes can appear.

Use Strength Punches to maneuver the metal gas can shelving into the open entrances on either side of the concrete fences. This blocks the enemies from heading through and funnels them through a single point of your choice.



Plan 02: Up on the Roof:
Another great place to start your combat in relative safety is the larger concrete shack ⑤ that's north of the infiltration point. Strength Jump onto the roof, and Crawl with your Assault Scope attached to your favorite gun (sit on the left or right edge of the roof, as exploding Grenades take the middle of the roof down first). Or, you

Stand by the concrete window, blow up the Pickup, and wait for foes to arrive. Or, Strength Punch the Pickup to block the rear gas station entrance, block the western metal gate, and move around to engage foes, knowing you won't be outflanked.



Plan 03: Gas Station, Rear Entrance: The entrance to the rear of the gas station allows you lots of cover possibilities ⑦: around the back of the

entrances to the gas station shop, around the sides of the station, and into the mechanic's garage part of the station. You can also leap onto the concrete walls and check for enemy incursions from the boat yard to the south.

From the rear of the gas station, try some of the following:

Face northeast, looking into the garage shack, and blast the sign pole so it falls onto the soldiers below.



Move northeast between the garage and the metal fencing ⑥ and blast the gas pump from here. The station wall to your right prevents you from taking damage.

Use the metal (and indestructible) fencing as cover as you face northeast, and bring down a collection of guards in the sand crate area of the main road.

Dart between the back entrance of the shop, the mechanic's area, and the outside rear of the gas station, and engage the enemy in ranged combat with your Assault-Scoped Rifle and Grenades.

With the gas station blown up, Cloak and enter the shop, and use it as cover for tackling incoming foes from the east.

Take care of the foes near the sentry nests to the north, then enter the mechanic's room. Move to the front and use the left corner (if facing east) as cover. From here, take down two advancing squads and one of the machine gun nests on top of the school building through the tree branches from extreme range. You can also try this from the rear doorway.

Get into the Pickup and drive it around to the road, and southward to a different area.



Ensure that you're behind a wall or at range before the gas station explodes. Remember that enemy bullets can explode the pumps as well as your weapons or Grenades. If you're wanting to try covered combat, make sure the gas pumps are detonated first.

Plan 04: Gas Station Shacks and Roof:

Ideally from the back entrance of the gas station, leap atop the mechanic's shack roof and drop to a Crawl. You can then tackle foes in the following locations:

The machine gun nest atop the school. It is vital to shoot the guard here, or he'll pepper you with bullets and you'll die easily.

To the east, enemies come in from the area near the rusting car [shown].

To the south, foes come through the boat yard and small cabbage patch.

On the road to the north, by the sand crates.



with your Binoculars. Move while Cloaked to avoid being overwhelmed. Head to the "Ralf's Valves" sign and Crouch by the metal fence corner near the Pickup Truck [III]. Point northwest and scan the area.



De-Cloak and blast foes moving around the shacks in front of you by the rusting car. Use Grenades to flush them out. Then dash across to the large metal

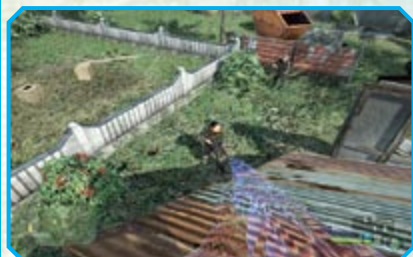
container [III] and drop inside after all the foes to your right are defeated.

ADVISORY

Instead of Cloaking, or if you're discovered, move directly to the container using Speed.

This container is excellent for defeating the majority of the remaining foes: Crouch, and no one can shoot you. Stand and fire, taking down one foe at a time, then drop back down and scan the area with your Binoculars. You can secure most of this area using this plan. Watch for the machine gun nest atop the school building to your right, though.

All foes to the northeast and east should be defeated in this manner. Spin around inside the container with your Binoculars to make sure no one's coming up behind you, then jump out and move to the telephone kiosk. Foes may still be in mechanic's garage, or near the entrance nests: shoot them from this corner. Remember you can blast the gas cans inside the mechanic's garage to bring down a couple of foes in there. Then hunt for stragglers.



Vary your position, but always keep Crawling, especially if you're regaining health and energy. The concrete roof of the gas station is the other location from

which you should get some sniping done. Look at the same locations described previously. Keep using your Binoculars to check on the available enemies. You can defeat everyone in this immediate area from here.

Some enemies may lurk below or behind you at the back of the gas station, so drop down on the opposite side and hunt them.

ADVISORY

Do not detonate the gas pumps, as this causes the front of the roof to fall. This overhanging area [complete with the green metal "Fuel" sign] is exceptional for absorbing enemy fire, so you don't want to lose this cover. Shoot through the gaps. The enemies [especially in the thickets behind the fences near the rusting car] are easily dropped.

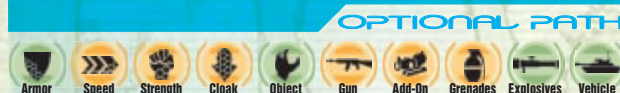
OPTIONAL PATH



Approaching from the Main North-South Road (Heading North)



The Road Warrior: Assuming you start from Waypoint [B] in a northerly direction, skulk along the left side metal fence and check the area ahead



Approaching from the Jeep Tracks to the East

POINTER

These tactics assume that you've already secured the school yard and eastern perimeter nests.



Walkthrough

RECOVERY Objective 04



Plan 01: School Yard Scuffle:

The fight either occurs with or without stealth, but the areas to hide are much the same. Peel off to



the right and enter the playground 02, where you can use the low wall as cover. Then maneuver around and into the shack and storage shed to the west-southwest, blasting foes as you go. Remember, you can strike through the roofs here, too. When the shacks are free of enemies, assault the gas station from the rusting car or container.

Plan 02: Down the Tracks: Or, you can keep going down the jeep track road 03 all the way to the gas station. You're hemmed in here, so it's better to apply Plan 01 or 03. However, this is the best time to get into a vehicle and Boost down the track, across the road, and into the gas station, causing an amazing explosion! Obviously, jump out before the vehicle hits the pumps, and Speed Sprint into the container to the south.



Plan 03: Large Shack and Earth-Moving Equipment: Head along the jeep trail, but peel off to the right. The large shack sitting in a patch of dirt with broken concrete

walls surrounding it is a good place to pick up an object or two, but the lack of cover is a problem, as you're easily outflanked. As always, Grenades and rifle fire are advantageous now. Run and gun, moving in one of these routes:

Through the eastern entrance 04 or the hole in the wall, and along the northern side of the concrete wall, using the gaps as cover for quick bursts. Pass the large shack on your right and begin to tackle the gas station by the road sign 05.

Head into the large shack, and use the windows as cover, or leap onto the roof, Crawl, and begin sniping at enemies.

Skirt the northern perimeter, moving around to a digging machine 06, then assault the machine gun nests using sand crates as cover.

OPTIONAL PATH



Approaching from the Main Entrance (to the North, Heading South)



Initial Attacks: If you've just stormed the bridge, expect heavy resistance. Start the confusion by blasting the gas pumps and

bringing the roof down. Use the sand crates as cover, and move in one of three directions:

01. To the left, heading east toward the digging machine. You can now Speed Sprint or Cloak and go anywhere in the village, or else double back by the large shack (near 04) and begin combat from here (previously detailed).

02. Straight ahead, rushing into the gas station or the metal container 01.

03. To the right, rushing into the garage shack or the rear of the gas station, or toward the western edge of the village.



ADVISORY

Smoke Grenades are excellent for stopping foes farther up the road from shooting you as you dive for cover. Otherwise, this isn't the best route to take.

OPTIMAL PATH



Optimal Objects to Utilize



Aside from KPA enemies themselves, there's a gigantic number of objects to hurl, hide behind, or carry to absorb enemy gunfire. Below is a list of some you should

definitely try out. They are presented in the same order as the previous tactics:

Rear of Garage Area

Barrels (everywhere)

Metal ammo cases (by western shack)

Large wooden crates (by sentry nests and near Pickup behind the gas station)

Wheelbarrow (in front of the western shack)

Metal, two-wheel crate dollies (behind garage, beside western shack, and on the dirt road near the earthen perimeter and garage shack)

Green bins (near the garage shack, behind the garage, near the phone kiosk)

Locker (in garage shack)

Table saw (in garage shack and mechanic's garage)

Tires (mainly in mechanic's garage and behind garage)

Empty propane Tank containers (behind garage and near phone kiosk. These can be Strength Punched to block foes' routes, then Jumped on and used as mobile sniping points.)

Gas cans (five in mechanic's shed, one in garage shack. Use these to throw at groups of foes, then shoot to detonate.)

In addition, be sure you stock up on ammunition from inside the shop. The following items are available: Missile Launchers; Shotgun Ammo; Rifle Ammo; and Frag, Smoke, and Flashbang Grenades.



ADVISORY

Come back here when you begin Objective 05—this is a prime place to pick up Missile Launchers.

Main Road

- Barrels (everywhere)
- Rusting oven and washing machine (near entrance to Village Hall)
- Green bins (on either side of the road, by the shacks)

Jeep Track

- Metal, two-wheel crate dolly (school entrance and side of large shack)
- Large wooden panel (by rusting car)
- Green bin (school yard)
- Lockers (school yard)
- Tires (by shacks)
- Wheelbarrow (by shack)
- Large wooden panel (by shacks)
- Large rice sack (inside shack)
- Outboard motor (outside storage shack)
- Barrels (dirt ground by large shack)
- Shopping cart (dirt ground by large shack)
- Rusting washing machine (dirt ground by large shack)

Main Entrance

- Metal ammo crate (between digging machine and nest)
- Large wooden crates (by digging machine)

04). The Western Lumber Yard and Outbuildings



POINTER

This area is likely to offer little resistance as the KPA are mainly gathered near the Village Hall, school, eastern entrance, and bridge entrance.



Walkthrough

OPTIONAL PATH



Approaching from the Rock Wall to the West



Entering the Gardens: You're actually moving on more of a southerly path, up from the gas station area. Move through the side gate in the concrete wall into an area of grass and

bushes. To the left is a small cabbage patch. Check around for foes coming in from the boat barn.

If enemies present themselves, try one of the following techniques:

Retreat back the way you came.

Use the breakable fence, then the trees as cover.

Grab the rusting oven near the concrete side gate to use as a weapon or bullet-blocker.

Or, Speed Sprint up the hillock.

There are three main routes to exit this area (except the concrete side gate you came in from), and all are very lightly guarded so expect minimal resistance:

Exit via the gate at the end of the dirt road, leading into the main thoroughfare P.

Or, move toward the red-flowered bushes and hop over the gap between the metal fence and the rock outcrop. This leads to a small storage shack B.

Or, you can continue heading southeast, up the hillock, to a recreation hut K complete with a swing set you can play on! The hut is useful, as are the vantage points here.



Shacking Up:

The small storage shack B has excellent views of the Village Hall and main road. The shack itself has only one way in, but you can



collapse the building if you need to escape. Usually though, you are using the impenetrable metal fence as cover and blasting foes roaming the road and outside the Hall. This is a good spot to retreat to if your Village Hall assault isn't going well.

RECOVERY
Objective 04



Sniping Positions:

The recreation area and hut are fantastic spots from which to snipe enemies, as you're against the rock wall with no need to look behind you. Crawl or Crouch on the roof **(H)** to get a good view of the Hall and the LTV on the opposite side. You can even destroy the gas Tank from here!

Another bonus is that you can easily see the concrete exit leading to the main road. This is where many foes run in from (usually if they hear gunfire), so train your ordnance [both bullets and Grenades] here.

You can also perch on the concrete wall **(B)** between the recreation hut and the cabbage patch, or the plastic tables of the recreation area **(B)**. All three spots offer a view of the Hall's back doorway, where you can lob in Grenades and attract foes, or lob Smoke Grenades and charge the Hall grounds.



Another great spot from which to snipe, or else retreat to and check the locations of foes with your Binoculars, is the edge of the rocky ground **(P)** or the storage shed next

to a tree and bushes nearby. This offers views of the road, Village Hall, and lumber yard to the south.



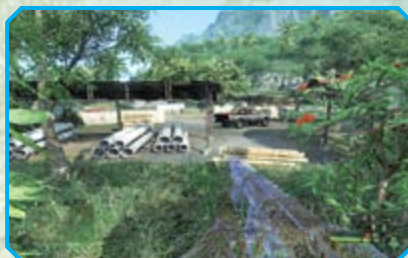
ADVISORY

As enemies are farther away and are usually approaching, firefights are much easier from this location. Try coming here if combat isn't going well.



Looking Over the Lumber:

If you attract enemies, expect a few to eventually (after one or two minutes) try to maneuver up through the lumber yard to the south.



The eastern edge and gap in the concrete wall by the swing set offer excellent views and cover.

You can also Strength Jump atop the concrete wall for a higher view. Back up, or run down and hide behind the lumber, if you wish to engage foes moving to this location.



Into the Lumber Yard:

The quickest route into the yard from the recreation area is via the gaps in the eastern wall. Use the gap by the swing set **(B)** if you want to



make a longer perimeter run. Use the gap near the patio if you want a more direct approach to and from the Hall. In the lumber yard there are three large shacks, each with bundles of wood for you to hide behind.

In addition, tough wooden crates and concrete pipe stacks make excellent weapons [to Throw or Punch into enemies, respectively].

The wall has two gaps in it, but a better defensive position is in the large metal container **(M)** where incoming foes can easily be dealt with. Start a fracas in a more densely populated area and retreat here to pick them off one by one.



The perimeter wall is easily leaped. Don't feel obliged to go through the gaps. You can then make a move into the main road, or go around the southern side of the Village Hall by the KPA trailers. Another tactic to try is Cloaking and moving from cover to cover on the dirt road **(M)** between the lumber yard and the southern shack. Numerous cover opportunities are here.

Finally, there are two vehicles here, and the LTV's turret is particularly useful if you decide to take a trip around the roads in the village, shooting any KPA you can.

You can also drive around the field to the south of the village, but this area is best ignored for the moment, as you'll go this way after the hostage is secured.

Junction Boxing: There's also a tall metal junction box at the junction of the dirt road and main road. Although it can't be picked up, it can viciously slam into foes if you Strength Punch it!



OPTIONAL PATH



Approaching from the Main North-South Road (Heading North)



Inspecting the Southern Shack: If you're moving up between the Hall (to your right) and the shack (left), going northwest along the main road, you can

inspect the southwest corner of the village, or stay on the road near the Village Hall perimeter. If you head into the front of the quarter-acre lot (111) with the low southern shack on it, you can view the lumber yard from here.

A great spot from which to begin sniping is the northwest corner of the lot, overlooking the main road. After attracting foes from this area, run here (112) and use the corner fence as cover and the wooden crate to gain height. You can then lob Grenades all the way to the rusting car, and catch dozens of foes in your crosshairs.



Up on the Roof: The rest of the lot is a little too flat to be of much use, and facing east, any foes coming in from the beach or KPA trailers are difficult to spot

without Binoculars due to the trees. However, the roof of the southern shack (113) is excellent for sniping the main road to the northwest, and also for tagging foes milling about inside the Village Hall.

The shack itself is very unsteady, so expect to fall through the roof if it is struck by a lot of enemy fire. The ground level and gardens are only viable combat areas if foes are literally in the lot with you.

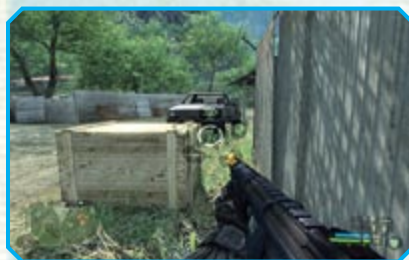
Facing the Lumber Yard: If there are foes in the lumber yard, the lack of cover can be a problem if you hope to cross the dirt road. Instead, lob a Smoke Grenade when you begin your assault, or better yet, tag foes from the metal fencing at the edge of the southern shack's lot (114). Optionally, use Frag Grenades to blow up one or both vehicles to take down any foes in the blast radius, or create a distraction so you can flee to another part of the village.



Looking Eastward: If you head to the eastern perimeter fence of the lot and look toward the KPA trailers, there's a large expanse of ground where incoming

foes are easily brought down. However, you can bring the wooden crate over to this corner (115) and use it to gain

some height. From here, look north, into the gap of the perimeter wall to the Village Hall, and snipe this area and the roof balcony.



Picking Off foes by the Pickup: Look north but stay to the right side of the main road this time (116), across from the

corner of the southern shack lot (112). You can try some of the following tactics from this location:

Use the Pickup Truck as cover, Crawl, and shoot foes' legs out from under them.

Use the sand crates and Hall perimeter wall as cover. There are excellent views of the storage shack and road to the rusting car and gas station.

Engage any enemies in combat with objects you're carrying, such as the washing machine or oven.

Use the metal roof above you to stand on, then snipe or leap into the Hall grounds.



Walkthrough

RECOVERY
Objective 04

OPTIONAL PATH



Approaching from the Village Hall Area



Combat in this area assumes you've secured the Village Hall, and any areas to the east.

Hall Routes to the Main Road:

If you're hunting stragglers in the lumber yard, recreation shack, storage shack, or down the main road by the rusting car, a number of routes ensure cover and optimal combat options:



Head west along the southern Hall grounds. You can easily Strength Jump the perimeter fence, or exit via the gap, then move to the Pickup Truck (116).

Or, you can run around and exit via the main back entrance (117), across from the storage shack.

Or, you can leap onto the Hall roof, stopping at the edge to use it as a sniping spot. Crawl and scan the area from south to north and deal with any enemy incursions. Then jump down to the overhang's shack roofs and onto the main road.

Head west along the northern Hall grounds. There's an exit gap leading to the junk-filled grass alley (118) offering good protection, or you can Speed Sprint straight for the main back entrance (117).



Junk-Filled Grass Alley:

Be sure you've taken down the machine gun nests on the school building to your right before you go southwest along this overgrown area. You can enter the Hall perimeter through the gap (10), or prowl the area looking for foes from atop or around the orange refuse container.

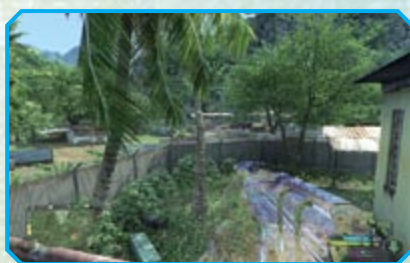


Try dropping inside this container, using it as cover, and popping out to bring down foes by the shacks to your northwest. The end of the alley brings you out at the main road, across from the storage shack and entrance to the boat shack.



Attack Routes to the Outer Buildings:

If you're storming the lumber yard area from the Village Hall back entrance or grass alley, try the following routes, ideally while Cloaked:



Go up and over the lumber wall by the main road, using trees and lumber piles as cover.

Go into the storage shack area, and jump around or up and onto the patio area.

Go around via the boat barn and small cabbage patch, then head northwest to the back of the gas station, or south to the recreation shack.

OPTIONAL PATH



Approaching from the Gas Station Zone



Routes to Reach the Recreation Shack:

As most of your enemies are likely to be to the southeast, you can move up through the following areas to gain tactical advantages:



Move past the phone kiosk, into the metal container (10); using it as a sniping spot or cover, then Strength Jump over the concrete wall to the southwest and enter the boat shack.

Or, leap atop the gas station roof and over onto the boat shack roof (10).

Or, move southward up the main road and peel off to the right, into the storage shack.

From here, you can use the previously-described tactics to locate the best sniping spots and combat options.

OPTIMAL PATH



Optimal Objects to Utilize

Aside from KPA enemies themselves, use the following objects to crush foes with Strength Throws, or to hide behind to absorb damage. They are presented in the same order as the previous tactics:



Boat and Recreation Shacks

Rusting oven (by concrete side entrance to rear of gas station)

Black trash bin (cabbage patch and behind recreation shack)

Barrels (boat shack and storage shack grounds)

Large wooden crate (near sliding entrance to main road, and side wall of recreation shack)

Boat trailer (opposite boat shack)

Green bin (in front of recreation shack, and on storage shack grounds)

Wheelbarrow (in front of recreation shack)

Tires (storage shack grounds)

Lumber Yard and Southern Shack

Shopping cart (by concrete wall near recreation shack, and in southern shack garden)

Lumber stacks (under shacks. Shoot or punch the metal ties to loosen the bundle.)

Large wooden crates (everywhere)

Barrels (everywhere)

Wheelbarrow (southern shack garden)

Black trash bin (southern shack garden)

Metal two-wheel crate dolly (southern shack garden)

Large bag of rice (inside southern shack)

Main Road and Grass Alley

Barrels (everywhere)

Large wooden crate (near Pickup, and grass alley)

Rusting washing machine (by back entrance to Hall)

Rusting oven (by back entrance to Hall)

Large wooden panel (grass alley near orange refuse container)

Tires (grass alley near orange refuse container)

Main Road South of Gas Station

Barrel (near metal container)

Green bin (main road, left of boat yard entrance)

04K. The Village Hall and KPA Trailers



OPTIONAL PATH



Approaching from the Lumber Yard Area and Main Road



POINTER

For sniping spots and more information on routes to the back entrance of the Village Hall, check the tactics in **Optional Plan 04j**.

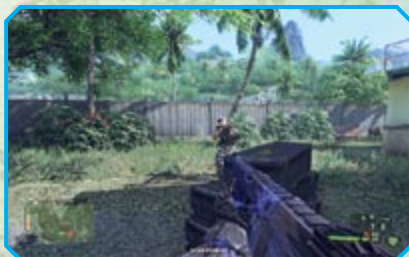


Securing the Rear Perimeter: This is by far the best position to be in when defeating foes in and around the Village Hall. Enter via the gap in the main road

perimeter fence **K1**. The doorway is right in front of you. It is advantageous to be Cloaked at this point, and to start taking down foes in the perimeter yards.

You can also head into the Village Hall perimeter yard by Strength Jumping over the barbed wire fence at any point. Land and Cloak, or begin a noisy firefight if you wish to attract more guards.

You should now clear the perimeter yard of foes. This may take a while, as more appear from the beach if you make a lot of noise. Move around by the tree **K2**, using it as cover,



and cut down foes to the south and east from this corner. Do this by means of ranged sniping, Grenades and gunfire, lobbed objects using Strength Throwing, and detonating the LTV **K3** by the front entrance to attract more foes. Don't forget to check the balcony for enemies and the gap in the side fence **K4** leading to the grass alley.

You can also circle around and into the grass alley and use the gap in the side fence as cover, stepping in and out of the yard, then using the sand crates below the boarded-up Village Hall windows to complete your side perimeter sortie.



The rear and south perimeter is similarly managed. Use the two generators as cover and the same tactics to cut down foes to the north and

east. Venture along the side to the gap in the fence **K4** overlooking the KPA trailers. Be sure no foes are here. Or, you can move into the side perimeter from this gap.



WARNING

You can move to the front of the Village Hall grounds, but this features a challenging number of covered spots inside the building where enemies can hide, and foes over in the eastern shacks that can converge and swamp you.



ADVISORY

Moving from west to east into the Hall and taking it over from the inside, then attacking foes to the east, is the optimal tactic to try here.

Entering the Village Hall:

Rear Doorway: Stay in cover near the generators and try one of the following entrance techniques to maneuver into the building at Waypoint **K5**:



Lob a Smoke Grenade in, bouncing it off the wall, and storm the place with Speed and Armor.

Lob Frag Grenades behind the barricade, then step into the entrance, cut down a foe or two, and back up. Continue doing this until no foes present themselves.

Cloak and enter the building without being spotted [this only works if the enemies are on the opposite side of the Hall's interior].

Back up from the doorway after making a noise or entering, and snipe from the recreation hut patio or from behind any cover near the main road.

Or, take an object such as the green bin, and move to the side windows on the south side **K6**. These are open. Stand on the object and hurl Grenades [either Smoke or Frag] and shoot the foes from here, optionally leaping into the building.



Walkthrough

RECOVERY
Objective 04

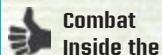
Or, pass the side windows and lob Grenades in, then attack from the rear entrance.

Or, drive an LTV along the main road, park it near the rear doorway, and shoot through it using the turret gun.



WARNING

Be sure all exterior foes have been neutralized (check using Binoculars) so that you aren't attacked from behind after you enter the building. Expect about eight to ten foes inside the Hall.



Combat Inside the Village Hall: As soon as you enter the Village Hall, you're completely exposed, so rush under the staircase balcony. Bring out a

Shotgun for close-quarters work. Make a quick run through the three interconnected rooms at the front of the Hall, ignoring exterior gunfire unless you're severely wounded by it. Clear the ground floor of foes. Then head up either set of steps.

Exit onto the balcony and make a loop. Expect two or three foes up here on either balcony, at the front, or in the central room with the computer equipment. Try one of the following techniques:

Lob Smoke Grenades in one area to attract attention, then go through an opposite doorway.

Use the Shotgun and rampage through the upper level, ignoring outside fire. Capture this building first.

Cloak and stay on the interior stairs, and scan the upper area for foes. Then sneak up and defeat each one.

Pick up a metal weapons case, using it as armor, then throw it at your first foe and finish him with gunfire.



WARNING

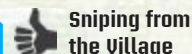
Shotguns are typically used in this type of environment, but make sure you've reloaded and have enough ammunition, or you'll be stuck reloading while a foe shoots you at point-blank range!

The Hall is yours! You can now go out onto the balcony and begin to take down foes to the east (tactics are shown in **Optional Path 04L**) and stock up on ammunition. Missile Launchers, ammunition for the Rifle and Shotgun, Frag Grenades, and a Sniper Rifle await you.



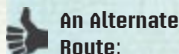
ADVISORY

Come back here when you begin Objective 05—this is a prime place to pick up Missile Launchers.



Sniping from the Village Hall Roof: Don't forget the large, green tin roof of the Village Hall, which offers excellent panoramic views. From here, you

can dish out damage on foes in the shacks near the school yard, foes on the school grounds and roof, the lumber yard and main road, the trailers, and the eastern shacks.

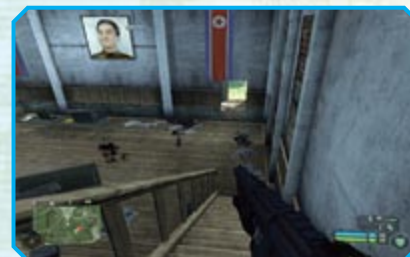


An Alternate Route:

Another more daring plan to secure the Hall is to Strength Jump from either perimeter yard (the south side—**07**)—is preferred

as it overlooks fewer enemies and has the ammunition collection) and clear the upper floor from here. Then blast foes below from the top of the stairs, drop off the balcony, spin around, and clear the lower floor.

You can also clear foes wandering around the perimeter yard from up on this balcony, or on top of the roof itself.



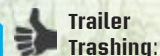
OPTIONAL PATH

Approaching from the Main North-South Road (Heading North)



POINTER

This assumes you made a long loop along the western perimeter to the lumber yard, and went out of the southern village exit, or else entered via the ocean at the southeastern end of the beach and maneuvered to the main road from here.



Trailer Trashing: Enter the village via the empty machine gun nests to the south **08** and move toward the back of the trailers, near the main

road **09**, as this gives you more routes and hiding spots. From here, you can attempt one or more of the following tactics:

Run to the gap in the perimeter of the Hall fence **04** and head inside, then begin to tackle this building.

Run to the gap in the perimeter of the Hall fence **04** and Strength Jump up onto the balcony.

Move toward the southern shack and the perimeter of the Hall fence [Path 04J].

Stop and Crawl, or Strength Jump and land on either of the trailers **[K3]** and scan the Hall, dirt road, and eastern shacks for foes. Then tag their feet from below the trailers, or from your prone position on top of the trailers.

You can use any objects nearby and Throw them at advancing foes, or as extra protection if you're Strength Jumping onto the Hall balcony.

You can Strength Jump onto the trailer, and again over the perimeter fence to the corner front area of the Hall **[K10]**.

Or, you can move around the front of the trailers **[K10]**, pausing to take FV71 ammunition, a Flashbang, and a Frag Grenade, and move to the partial cover offered by the small generator. Then assault the main entrance of the Village Hall **[K12]**.



Perimeter Sniping: If you're around Waypoint **[K3]**, or exiting the village by the lumber yard or southern shack, beware the earthen perimeter. This is booby-

trapped with mines as well, but the ground on either side is not. This means you can Speed Sprint and Strength Jump the barbed wire, or throw a Grenade and then use the earthen pile as cover.

Now you can snipe foes on the main road, ones appearing at the side or balcony of the Village Hall, and any enemies prowling near the trailer, or (if you move to one of the main nests), tackle foes in the eastern shack area.

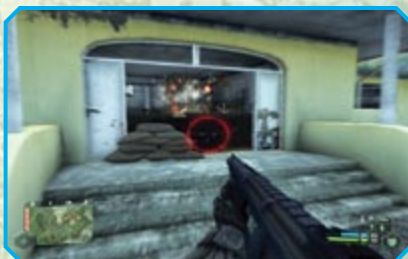
OPTIONAL PATH



Approaching from the Eastern Sentry Nests and Shacks



This assumes you've defeated all foes behind you.



Full Frontal Assault:

When you reach the dirt road **[K3]**, hide behind the sand crates on the near side of the road. There are three different clumps to take

cover behind. Be sure the machine gun nest on the school building to the northwest is silenced before you begin some of the following tactics:

Move to the sand crates opposite the main entrance, and fire over or through them at the foes on the balcony and the ones behind the sand bags on the ground floor.

Grenades are also a great plan; lob them (with carefully aimed throws) into the building and balcony.

Smoke Grenades can hide your movements; lob one at the foot of the building and Speed Sprint into the grounds.

Create a diversion by shooting the fuel tank in the side of the Troop Transport Truck to the left, then circle around to one of the side perimeter gaps.

Or, enter one of the two army vehicles and use the turret gun on any nearby foes.

Charge the front of the building, gunning down foes and taking cover at the fountain **[K14]**, then Strength Jump onto the building, or jump the barricade and sweep the ground floor.

Or, charge in and attack from the rear entrance, as previously detailed.

Or, use Cloak and creep around to the front or rear entrance without raising the alarm.

Once inside the grounds, you can peel off left, go around the back of the Troop Transport Truck to the tree and crate **[K10]**, and pepper foes appearing at the doorways and windows.

Or, leap onto the sand crate below the front window and enter an L-shaped room from here (or strafe the area with bullets, or lob a Grenade in here).

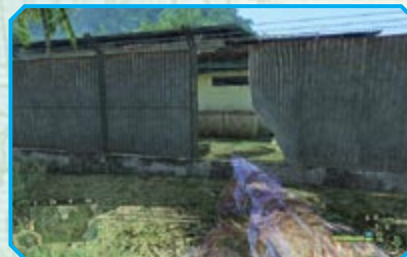
Flashbang Wallop: A

good way to disorientate a group of foes in the front of the Hall is to lob a Flashbang through the barricade, Sprint and shield your eyes, and leap in, picking off your foes in the confusion.



Side Assaults:

If you're moving westward, you don't have to move directly into the main Village Hall entrance. Instead, peel off to the left and rush the trailers, or else go right into the grass alley **[K15]**. Then look for a gap or Strength Jump the perimeter fence.



OPTIONAL PATH



Approaching from the Main North-South Road (Heading South)



This assumes you've secured the gas station and school building areas, but not rescued the hostage yet.



Walkthrough

RECOVERY
Objective 04



Combat in the Grass

Alley: Heading south toward the Village Hall allows you to leap the low playground fence near the gap in the perimeter wall. The playground and grass alley should be used as a “spillover” area (try one or more of the following):

Head into the Hall grounds, then back up and coax foes out into the alley to defeat them (use Grenades thrown over the perimeter fence, too).

Head left, around to the dirt road, and engage a frontal assault.

Head right, around to the main road, and into the rear doorway.



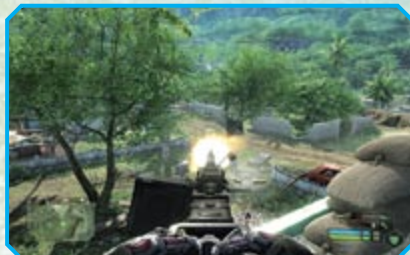
The school yard fence is also an excellent place from which to snipe, moving side to side to avoid foes and tagging them, especially those on the balcony. You

can try Strength Jumping over the perimeter and onto the balcony from this direction, too.



Sniping from the School

Roof: With the school secured (but the hostage not yet rescued), use the machine gun nests, or better yet, your Assault or Sniper Rifle, to tag foes from this flat rooftop or the upper roof at the rear of the school building.



Dirt Road Frontal

Assault: Or, you can move up the road, which unfortunately leaves you open to attacks from all sides. Cloaking and using the



school wall is the safest way here. Assuming you have only the Village Hall left to tackle, approach and dart into the grass alley, or move to the front entrance for a regular assault. Or, you can take a green bin and place it atop the bin by the entrance wall, jump on top of this stack, and then Crouch and use it as a camping spot.



ADVISORY

Stacking objects by placing one on top of another to give you more height is sometimes worthwhile, but only if you're near a perimeter wall you couldn't otherwise peer over.

OPTIMAL PATH



Armor



Speed



Strength



Cloak



Object



Gun



Add-On



Grenades



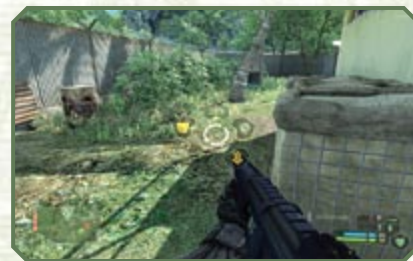
Explosives



Vehicle

Optimal Objects to Utilize

Aside from KPA enemies themselves, use the following objects to crush foes with Strength Throws, or to hide behind to absorb damage. They are presented in the same order as the previous tactics:



The Rear Entrance to Village Hall

- Barrels (everywhere)
- Rusting washing machine (outside overhang near Pickup Truck)
- Green bin (rear yard)
- Large wooden panel (corner of north rear yard)
- Lockers (north and south rear yard)
- Large wooden crate (rear yard overhang)
- Black trash bin (south rear yard)
- Metal weapons cases (inside Village Hall)
- Filing cabinets (small, medium, and large—inside Village Hall)

The South Village Entrance

- Barrels (by phone kiosk, near Hall perimeter fence)
- Metal weapons cases (everywhere)

The Dirt Road Near the Eastern Shacks

- Barrels (edge of dirt road, Hall front grounds)
- Green bins (edge of dirt road on either side)
- Large wooden crate (behind Troop Transport Truck, Hall front grounds)
- Metal weapons cases (Hall front grounds)

School Yard and Grass Alley

- Shopping cart (school wall and low fence)
- Tires (grass alley)
- Barrels (grass alley)
- Large wooden panel (grass alley)

04L. The Eastern Shacks and Sentry Nests



OPTIONAL PATH



Approaching from the Western Village Hall



This assumes you've cleared all threats from the Village Hall, and school building exterior.



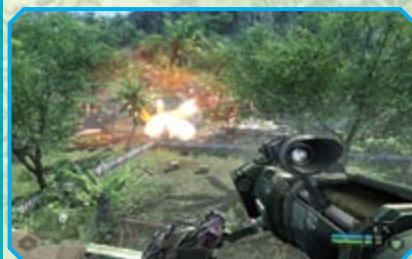
Village Hall Vantage
Points: Securing the Hall, and using the balcony around the front of the building (11), allows you to snipe at foes milling about the

eastern shacks near the ocean. Then push forward after you've tagged everyone you can see, checking for heat signatures with your Binoculars.

The front entrance is another spot to check for foes. You can Crouch by the fence, the fountain, or the top of the transport truck (12). This is a reasonable plan as you can drop down onto the flat bed of the truck if you're hit too many times.



You can also try tagging foes from the top of the KPA trailers (16) or at the end of the grass alley (14).



Missile Strikes:
Taking the Missile launcher from the balcony allows you to leap on the roof, or move to any vantage point and fire a Missile

into any surrounding cover spots, collapsing them and giving your foes fewer places to hide. Grenades offer this option if you Strength Throw them.

Outflanking the Eastern Shacks: When pushing toward the ocean, the dirt road to the two sentry nests isn't the preferred way: foes are on each side of the road. Instead, either run north or southeast:

North allows you to run to the flat-roofed shack, downing foes in a variety of ways, such as:

- Cloaking and ambushing
- Armored gunfire
- Strength
- Punches or Thrown objects
- Strength Punching through the building walls or roof.

When the flat-roofed shack is secure, check the sentry nest to the north near the digging machine and move to the beach side of the building (14), keeping low and using the metal fencing as cover.



South The best way to approach this area is to cross the dirt road from the small generator near the KPA trailers (15), ideally while Cloaked, then run to the wooden fence (16) along the ammunition shack.



OPTIONAL PATH



Approaching from the South (Heading North)

Approaching the Ammo Shack: Cross the mound of earth near the digging machine (17) while Cloaked or using Speed, moving past the rusting oven on the grass (18). Then try one of the following:

Hop over the fence, creep to the ammo shack wall (19), and tag foes wandering near the earthen perimeter mound. Then shoot through the windows at foes inside. Don't collapse the building as there's ammo to be grabbed inside it.

Or, move between the fence and perimeter mound, using the sand crates (10) as cover, and bring down all foes you can see. This takes a few minutes, as more foes come in from the flat-roofed shack. Then advance to the nests.



Walkthrough

RECOVERY
Objective 04

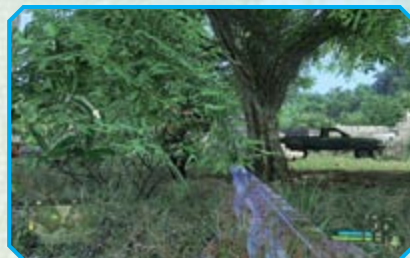
Or, you can punch through the ammo shack's walls or roof, which leads to manic combat. Prepare to evade gunshots!

Finally, remove any sentries from their nests with quick shotgun blasts or Grenades.



Cleaning Up:

Check that there are no foes to the west (sniping any machine gunners on the school) and move to the flat-roofed shack via the rusting car **11**. Execute close-range Shotgun takedowns, or else back up by the sand crates and sentry nests and snipe the enemies. This clears the area.



You can now advance toward the gas station [Path 04I], the Village Hall [Path 04K], or the school house [Path 04M]. The best tactic is to tackle the Hall first, as these foes should have seen or heard you by now.



POINTER

The ammo shack holds the following items: Frag Grenades, Rifle and Sniper Rifle ammo, and two Missile launchers.



ADVISORY

Come back here when you begin Objective 05—this is a prime place to pick up Missile launchers.

OPTIONAL PATH



Approaching from the East After Reaching Sentry Nests



POINTER

This assumes most enemies are alive and you've infiltrated the village via the beach.

Having just stormed the village from the beach, don't attempt to run up the middle road, as you're soon overwhelmed. Instead, pick a shack to take over first.



To the Ammo Shack: Turn south and leap the sand crates, using the sentry nest as cover **12**. Bring out the Smoke Grenades to cover you path if you need

to. Engage in mid-range combat with foes in and near the ammo shack, then secure it. Now, you can do the following:

Turn and secure the flat-roofed shack.

Or, run to the digging machine and make a stealthy loop around the side of the Hall.



To the Flat-Roofed Shack:

Turn and run north, diving behind the sand crates near the rusting car **13** and Crouching so foes at the ammo shack don't shoot you. Begin combat with Grenades or Shotgun fire, and head around to the side of the building near the metal fencing **14**. Secure this building.



Your next plan is to continue northward toward the digging machine near the gas station and engage these foes. The Hall and school are too densely populated for an assault up the middle (although you could attempt a Cloaked infiltration).



The Grassy Knoll: Alternatively, you can exit the village and climb up onto the grassy knoll **15** overlooking the digging machine and take a series of sniping shots



across the eastern shacks, and even to the trailers and Village Hall. There is a second grassy knoll near the KP trailers and machine gun nest that also presents good sniping opportunities.

OPTIONAL PATH



Approaching from the Digging Machine and School Building (Heading South)



POINTER

This assumes most school building exterior guards are defeated, and everyone at the gas station is removed.

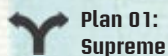


Flat-roofed Shack Attack: Moving along the exterior school wall isn't wise, as there are loads of hiding spots in this area from which foes can shoot you.

Instead, Speed Sprint or Cloak and move southeast from the digging machine and lockers across a grassy yard to the low metal fence. Head through the gap to your right **U5** and begin combat. Then move to the metal wall near the rusting car and tag the remaining foes in the ammo shack and sentry nests.



If you didn't complete Objective 03, Objective 04 doesn't officially begin until you reach the school grounds. Psycho radios in letting you know the hostage is inside this building.



Stealth: Have you tried to enter the school building without killing any KPA foes? It is possible, but the Tank battle to come is extremely difficult!



The route to follow is over the barbed wire at the north-western corner, then Cloak and move behind the back of the concrete shack at the rear of the gas station.

Next, recharge, then Cloak and go through the gap in the concrete wall and turn left, heading over the cabbage patch and under the boat shack. Stay left, against the concrete wall as foes are patrolling the main north-south road.

Recharge, then move east, crossing the main road to the shack directly opposite. Step inside and immediately drop to a Crawl in the left corner. This stops the foes manning the machine gun nests from seeing you.



Recharge, Cloak, then exit via the door on the left and cross to the low fence and hop over it. Cross the playground to the green bin by the school wall. Crawl and recharge. Then move north, to the entrance with the open double doors, and the stairs on your right. Dart into the classroom to your left, and wait for the foe to walk down the stairs and head into the weapons store. Then head up the stairs while Cloaked without anyone seeing you!



Be sure you defeat every foe (or all but a handful) before you secure the school and rescue the hostage, as this helps the next objective dramatically and allows you to tackle the rooftop foes easily.



Walkthrough

RECOVERY
Objective 04

OPTIMAL PATH



Optimal Objects to Utilize

Aside from KPA enemies themselves, use the following objects to crush foes with Strength Throws, or to hide behind to absorb damage. They are presented in the same order as the previous tactics:



The Dirt Road Area

- Barrels (everywhere)
- Green Bin (low wall near dirt road)
- Large wooden crate (low wall near dirt road)
- Wheelbarrow (western outside wall of ammo shack)
- Black trash bin (southern outside wall of ammo shack)

The Dirt Mound Area

- Rusting oven (grass near digging machine)

The Sentry Nest Area

- Barrels (everywhere)
- Large wooden crate (in ammo shack lot, and between flat-roofed shack and perimeter mound)
- Green bin (on the middle dirt road between shacks)

The Grassy Yard Area

- Barrels (near perimeter mound and digging machine)
- Large wooden crate (near metal fencing of flat-roofed shack, behind digging machine)
- Lockers (grassy yard near dirt road)

OPTIONAL PATH



04M. Entering the School Building



Plan 02: Dealing with Exterior Threats: If

you've begun a battle with the 50 KPA in this village, use the tactics provided previously, but look to the school building roof as there are four machine gun nests on each roof corner. Here are the best places from which to tackle them [and the two or three additional foes that run onto the roof] with long-range fire:

The roof of the gas station

The cover of the shacks between the main road and the school yard

The junction of the grass alley and main road

The roof of the Village Hall

The sentry nests near the rusting car on the eastern side of the village

The dirt road looking northwest, outside the Hall front entrance

The flat open ground at the north end of the village, near the digging machine



Plan 03: Gaining Entry 01: There

are four plans to enter the school building. The first is via any of the ground-floor windows, which can be smashed and squeezed through if you bring an object (like the green bin) to stand on. This is only recommended if you have no enemies nearby, as it is a struggle to enter the classroom or second-floor hallway from these windows.



Plan 03: Gaining Entry 02: The second

way in is via the double doors opening out into the school yard. Expect moderate resistance from foes in the school

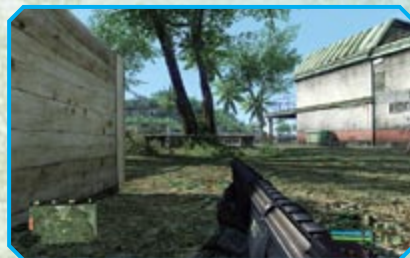
yard. Attempt one of the following plans:

Enter heading northeast from the shacks by Cloaking, and skulking along the low fence on the right side

Enter from the grass alley, vaulting the low fence and quickly moving to the doors

Enter moving westward, between the low fence and school wall, and spin around when you reach the doors

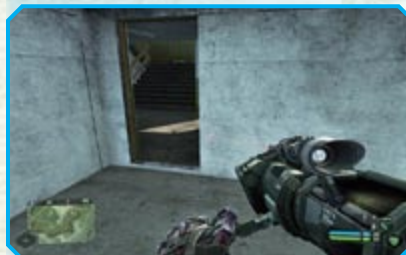
Try sniping all foes from cover until you can't see any more, then enter



Plan 03: Gaining Entry 03: The third way

is via the double door on the north side of the school building. Use the rusting car nearby as cover, then vault the fence or head around to the open doors.

You can also try lobbing a Grenade through the doors as a distraction, then entering via the other doorway. Or you can use Cloaking.



Plan 03: Gaining Entry 04: The fourth way

is via the doorway on the roof itself. Try Strength Jumping from one of the following locations:

Move to entry point 02 and leap on the roof above the doors, then up another floor to the main roof itself.

Move to entry point 03 and leap onto the overhang above the doors, then up to the roof, or to either balcony with the guard rails.

Stand an object, such as one of the nearby lockers, against a wall and leap on top of it, then onto one of the balconies with the guard rail on it.

The roof holds the four machine gun nests, some Rifle ammunition, and other items lying about, including Grenades. Make a quick sweep if you wish.

Plan 04: Gunning for the Enemy: The roof's machine guns can be turned on the foes swarming about below if you haven't taken care of them yet, although the machine gun's lack of maneuverability when aiming makes this less advantageous than you'd think.



Interior Takedowns:

Whether you're entering the building via the ground or roof, there are three or four more foes to watch out for. Along the main

ground-level corridor, face west and shoot the foes in the restrooms. This is where they usually are, but Cloak and check with Binoculars first.

The stairs up to the next floor and roof usually have a couple of foes, too. So rush them and blast with a Shotgun, Cloak and hit them as you close with rapid rifle fire, or lob a Flashbang and mop them up as they stagger from the blinding light. Check to make sure that the school is empty of foes, then inspect the ammo storage room on the ground floor, opposite the stairs. All other rooms are empty [or hold objects].



POINTER

The ammo storage room holds the following weapons and ammunition:

Missile Launchers (x3)

Rifle ammo, Shotgun ammo, Pistol ammo
Shotgun

Frag, Flashbang, and Smoke Grenades



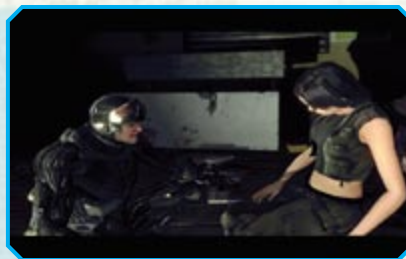
ADVISORY

Come back here when you begin Objective 05—this is a prime place to pick up Missile Launchers.



ADVISORY

Don't worry about killing the hostage; she is in a room with a locked door and no windows. This means Grenades can be employed to flush enemies out of the interior, or as you ascend the stairs.



Walkthrough

When the village is completely cleared of foes, move up to the second floor (you should have fully stocked up on ammunition) and enter the closed door to the east, where you can hear the hostage being interrogated.

You give Psycho the order to burst in and he does so with gusto, bringing down the door and quickly killing the KPA interrogator. Help the hostage to her feet. She explains that one of the team she was monitoring—Badowsky—was torn to pieces by “something.” The others are at an excavation site to the east.

She explains Rosenthal was studying a statue that started emitting a signal, which led the professor to a structure inside the mountain. The mountain makes a deep rumble as she speaks! The island must be secured; the CIA agent implores you to locate Rosenthal’s team at once!



You encountered CIA Agent Sarah Hansen!

RECOVERY
Objective 05

Objective 05. Destroy the KPA Tanks



“You take care of those Tanks, Nomad. I’ll get our little spy to a safe extraction point”

—Psycho



WARNING

Be sure almost every KPA soldier is dead before you begin this objective, or you’ll have them *and* the Tanks to deal with! Also, be sure you have a Missile Launcher equipped prior to locating the hostage.



Plan 01: The only feasible plan is to attack the two Tanks with Missile Launcher fire. Fortunately, you should have already picked up this explosive weapon. Go up to the roof (or down to the storage room with the ammo, then back up again) and look along the eastern dirt road **A1**.



OPTIMAL PATH



05A. Tank Takedown: The Optimal (and Only) Way



Korean Battle Tank Sighted!

Run out of the school building, taking the northern exit, and turn west, Speed Sprinting along the dirt road to the junction with the main road and gas station **A2**. Turn and look left; the second Tank is likely to be on this stretch of road. Fire two Missiles into its front armor, and another for good luck. The Battle Tanks are down!



Plan 02: You can attack the Battle Tanks from anywhere there is reliable cover, such as the perimeter walls of the Village Hall or the roofs of the larger buildings. However, the quickest takedown is detailed previously.



ADVISORY

Korean Battle Tanks can only be destroyed by Missiles. They can take three hits (or two to the front) before exploding.

You can also shoot the fuel barrels at the back of the Tank, which damages the machine, but it can still function.

The Tank can cut you down in seconds with machine gun fire and its massive turret, so use Speed Sprinting or Cloaking to avoid becoming a target.

Keep away from the tracks, or you will be crushed!

Plan 03: If you want to disable the Tank's machine guns, make a daring Strength Jump onto the turret itself and shoot or grab the turret gunner, flinging him from the vehicle!

POINTER

There are four locations where Missile Launchers can be obtained:

The shop inside the gas station **A3**

The storage room inside the school **A4**

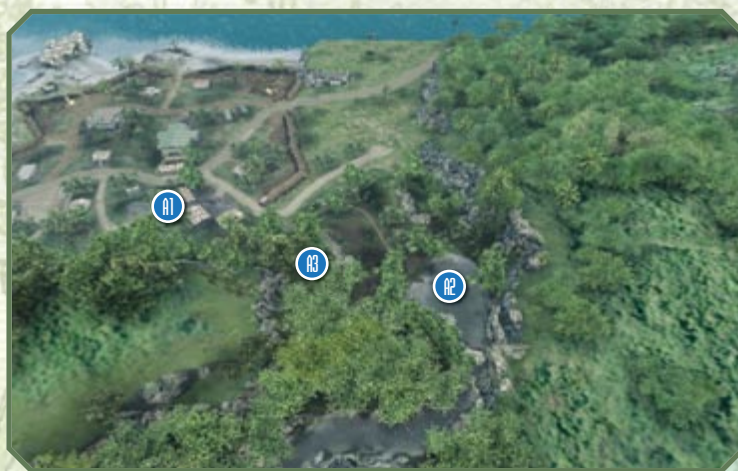
The southern balcony of the Village Hall **A5**

The ammo shack in the eastern beach area **A6**

ADVISORY

Before you begin Objective 06, stock up on ammunition; you need to take a full complement of all types of Grenades, a Missile Launcher, an FV71 Assault Rifle (with Assault Scope), and a Shotgun (or the DSG1 Sniper Rifle).

Objective 06. Proceed to the Rendezvous Point



"Nomad, I've located one of the research team. Get up here, fast!"

—Prophet



Plan 01: Quickly Does It: As soon as Prophet radios in for you to meet him, Speed Sprint southward, toward the lumber yard **A1** and fire up the LTV. Trundle out onto the dirt road, turning right, and passing the sentry nest. Immediately head right up a narrow, winding path into the trees.



06A. Heading to the Waterfall

Ditch the LTV as you reach a waterfall pool (B). Prophet radios in that contact has been made with the research team, and you must meet with him immediately!



Plan 02: Slowly Does

It: You can also Sprint all the way here, but a

vehicle is quicker. You should ignore the road leading to the southwest. Instead, if you miss the narrow path, drive onto the large grassy area and skid right. Drive up the hill (B) to a rocky outcrop. Strength Jump up here to the waterfall.



Walkthrough

RECOVERY
Objective 07

Objective 07. Meet with Prophet



"The area's crawling with KPA and God knows what else!"

—Prophet

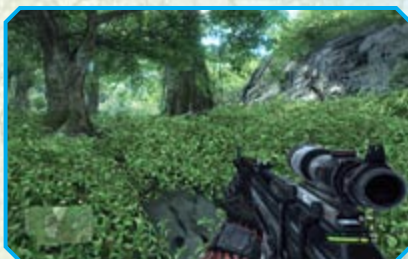


Plan 03: Off-Roading It: Although it's difficult to accomplish, you can point your LTV slightly north of the ravine and Boost toward the smooth rock sides to the right of the outcrop. With some forceful driving, you can get your vehicle up to the wooded trail and take it as far as the location of an icy battle! Along the way, drive carefully and use the turret to its fullest.

OPTIONAL PATH



07A. Going Upstream



Plan 01: Heading to the Upper Trail: Face west and Strength Jump up the rocky outcrop with the bushes growing out of it. Maneuver to the northwest and look along the

start of a wooded trail (B). Below and left is the stream and waterfall. Keep away from this edge. Cloak and move up the trail.



Plan 02: Heading to the Watery Ravine: Or, you can head southwest and make the much more difficult Strength and Speed Jumps up the left wall of the waterfall. This is possible, but takes some time. Once you arrive at the stream above, move to the wooded trail (B) before the stream sides become too steep to climb.

OPTIONAL PATH



07B. KPA Recon Team Takedown Time



Plan 01.1: Silent, But Violent: Slowly move northwest up the wooded side of the stream as it turns into a ravine, scanning the path ahead and the stream

below for KPA. About eight KPA soldiers are slowly heading your way on patrol.

Some are on the woodland trail and some are wading through the stream. Stop behind a rock (B) that gives you a good look upstream and fire at the foes on the wooded path. You can take three down with Assault Scoped FV71 fire [silenced if possible] before the others flee. Then snipe the foes down on the water, moving quickly to shoot them if they make any attempt to retreat.



Other Plans: You can also try one or more of the following plans, with good to limited success:

Cloak and sneak along the right perimeter rock wall and tackle the squads from the side or behind.

Lob a Grenade into the woodland trail foes, shoot those in the river, and then finish the remaining ones on land.

Wade up the river to engage the foes (although you have a height disadvantage when tackling those in the woods).

Rush the patrol with Speed Sprinting and blast them with your Shotgun while switching to Armor.

Trundle your LTV up here for arduous maneuvering over rocks and blasting foes with your turret gun, although the vehicle makes good cover.

When you reach the spot where you first saw the patrol (02), you can optionally jump down into the stream ravine (not recommended), or continue to the wooded area to the south and west.



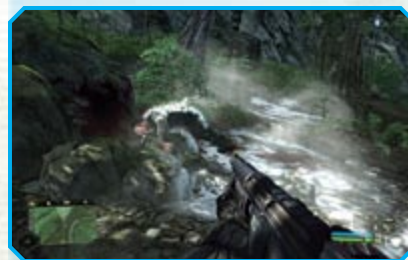
Plan 01.2: Continue moving along the wooded trail until it splits at a boulder (03), giving you the option to head along higher ground, slightly lower

ground, or into the stream. Be extra cautious, as another eight-man KPA patrol is in the forest and heading your way. One of them carries a Shotgun, and hides behind the foliage or rocks to damage you bad! Duck down, Cloak, check locations with Binoculars, and attempt a stealthy takedown of the two foes from long range.



Then move to the cliff above the stream (04), as there's likely to be two more foes moving down a slope here. Blast them from long range. Prophet

radios in to tell you he's found what's left of one of the research team, and gives you the coordinates of a cave system leading to the excavation site. Go there now!



Move toward the sounds of combat, a strange white mist, and blue plumes of dissipating smoke. As you approach, scan the area for foes and cut them down before they

can fire on you. A number of them are around the rocks near the body of Doctor Badowsky. He seems quite dead. There's only three more of the research team to find!

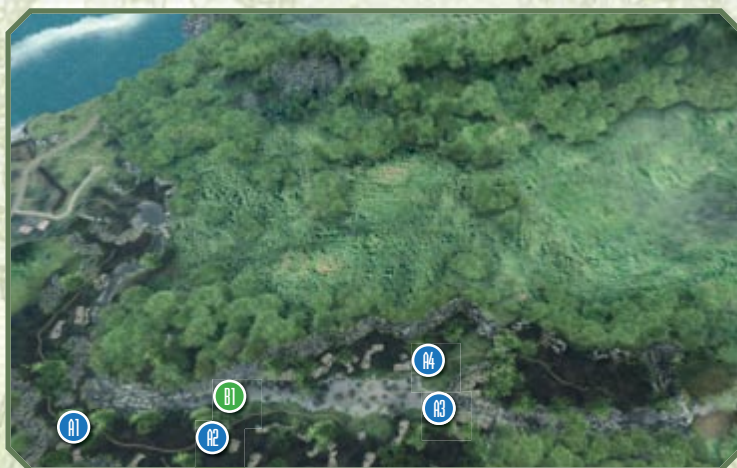
Now use cover and skirt around, plugging the remaining foes with Shotgun blasts or rapid rifle fire. Finally, be sure you look down the steep trail (05) to the stream (which is now more of a river). There's likely to be a foe you missed who's ready to attack you from behind if you let him!

You encountered (what's left of) Doctor Badowsky!

Plan 03: Another option is to slide down the cliff when you strike the foes in the water and charge up the trail to (05), running and gunning with your Shotgun and Armor equipped.



Objective 08. Proceed to the Cave System



"The hostage was CIA. You knew, didn't you?"

—Nomad



Plan 01.1: Forest Fighting: Continue in a vaguely southerly direction through the forest, until Prophet tells you another KPA patrol is ahead. Drop to cover somewhere around (01), and wait for them to close. Crawl if you wish, and line up a couple of the eight soldiers, dropping them with rifle or DSG1 fire.

08A. Approaching and Ignoring an Ambush



OPTIMAL PATH

Then make sure the remaining patrol members don't try to outflank you in the river by checking with your Binoculars and taking them down as they move. Next, train your sights on the southwest rocky outcrop ahead. Your gunfire may have alerted a second patrol. Stay back, as you don't want to get swamped, and let the enemy come to you. Move only after all targets are downed and you can't spot any more.

Plan 01.2: Overwhelming Odds:

Move onward toward the upper-right area of the rocky outcrop. Cloak and peer out from trees to face targets that are ideally below you. Drop them, then re-Cloak and move again.



Plan 02: Or, you can bring out the Shotgun and use a mixture of Speed and Armor to blast foes at closer range, stopping for breathers in between.

Plan 03: Remember you have Grenades, both in your launcher and to hand. Lob or fire them into areas of one or two patrols to defeat them and cause others to arrive.



Plan 01.3: Prophet radios in to let you know there's a large-scale KPA ambush in progress on the opposite river bank! Around 20 KPA are in the area and a chopper is lifting

off! You can rush to blast it with your Missile launcher, but you'll be cut to ribbons by the KPA that are dug in behind rocky cover on the eastern bank.

Instead, continue moving along the southwest wooded slopes and engage another KPA recon unit using the same sniping tactics as before. When all members of the unit fall, move to the waterfall and make a Speed Strength Jump to the other side.

APPROVED TACTICS

Another possible plan is to travel in a southerly direction down to the river. As the enemy's shots ring out, lay a spread of Smoke Grenades to hamper their aim, then Speed Sprint to the pathway to the left of the waterfall. Strength Jump up onto the rocky woodland beyond.



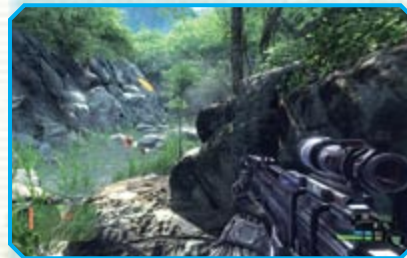
Move toward the cave entrance where Prophet is waiting. He knew about the CIA involvement, and

the mission is to find out what Rosenthal's team knows. Any technology must not fall into North Korean hands! As you talk, move into the caves to the right of the waterfall and end this stage of your mission.

OPTIONAL PATH



08B. River Raid



Plan 01: River Running:

A reckless option is to move toward a path along the edge of the river just beyond where you encountered the

Doctor's body, or run up the river ignoring foes in the forest. Sprint and use Speed to negotiate the middle of the river, and Sprint toward the rendezvous point with Prophet.

Plan 02: Stand and Fight:

If you want a frantic battle, you can stop and engage this entire 20-man ambush patrol! First, clear the wooded area of all three KPA patrols so you aren't going to be surrounded.



Next, approach the edge of the river bank after ascertaining where the foes are, and attempt one or more of the following plans:

Cloak, snipe each ambusher, then re-Cloak and move or you'll be gunned down. Concentrate on foes milling about the river itself first.

Lob some Grenades to dislodge a few foes and blast them from range.

Use a Speed Sprint to cross the river and Strength Jump up and into the wooded bank where all the foes are. Use trees and Cloak for cover. Then turn south and slowly work your way through this ambush. Don't move too far forward or you'll be outflanked. Back up constantly and hide to recharge.

Strength Jumps, switching to Armor and a Shotgun as you land, are a reckless but rewarding plan!

Try shooting the Missiles in your Missile launcher from the near side of the river bank into clusters of enemies. Try the same plan with your Grenades.

If you begin to run out of weapons, think about completing this mission. It isn't necessary to defeat every single foe!



Walkthrough

RECOVERY
Objective 08

STAGE 03: RELIC

STRATEGIC MAP AND OVERVIEW

AVAILABLE INTEL: LOCATE AND EXTRACT CIVILIAN HOSTAGES (CONTINUED)

There are still three hostages out there. Intelligence reports Dr. Rosenthal is being held at an excavation site approximately three clicks up this valley.

You begin as another member of your team is unceremoniously ravaged and wrenched away, but this time it's your leader, Prophet! With no more team members around, Major Strickland at JSOC must talk tactics to you. You're to remove the GPS jamming station located in a nearby banana plantation after dealing with a four-man advance guard. After this, your plans diversify.

The optimal plan is to head down a western road, after dealing with a KPA blockade, a Troop Transport team, and a bridge checkpoint, and acquiring the best sniping attachment: the Precision Scope. You can use this when you attack a KPA military base outpost and search for more intel inside one of the trailers. There are numerous entrances to this base, and the most obvious (a rope bridge spanning a river) isn't the safest. When the intel is gathered, an excavation site is uncovered. Fight your way across the rice paddies and a forest, then maneuver into the domed structure at the back of the base, where the full horror of the alien "relic" that Dr. Rosenthal is studying is revealed! Then it's a quick departure in the darkness, by road or river, to the nearest safe extraction point. But only after you encounter some new and altogether more technologically advanced enemies....

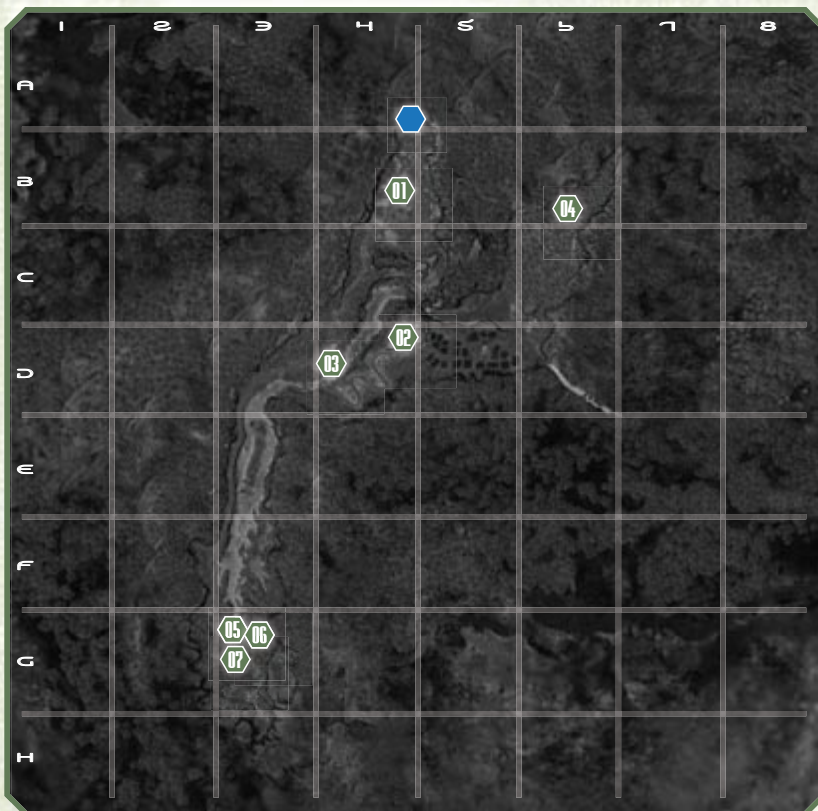
LEGEND



Deploy Point



Objectives



OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
B4	01	Disable North Korean GPS Jamming Station	G3	05	Proceed to the Extraction Point
D4	02	Infiltrate the KPA Military Base and Gather Intelligence	G3	06	Secure the Extraction Point so the VTOL Can Land
D4	03	Investigate the Western Road*	G3	07	Climb Aboard the VTOL
B6	04	Proceed to the Excavation Site and Rescue Dr. Rosenthal	* This objective is optional and does not appear on your POA		

Objective 01. Locate and Disable North Korean GPS Jamming Station



"The sooner we're off this rock, the better!"

—Prophet

You and Prophet emerge from the caves, noticing the KPA are jamming JSOC again. He marks the excavation site on your map before a rumble and whining noise announces the arrival of a "thing" with giant whipping tentacles! It grips Prophet and bolts away through the trees!

You begin alone in the woods until Major Strickland, who's running this little operation from the offshore frigates, radios in to offer you extraction off the island. You refuse as you can handle this mission alone, and Strickland offers tactical advice as soon as that jammer is offline!

Part 01. Banana Plantation Shack Takedown

The initial area is a small vegetable patch leading to a tiny shack to the west near a main dirt road. On the far side of the road is a banana plantation. Four hostiles are in the area: two by the shack, and another two in an LTV that drives up to the shack.



Your Binoculars will still be able to detect enemies, but it's more difficult due to lots of interference. When you get very close to the jammer, you won't be able to see and mark enemies in the radar anymore. It's quicker to scan using your assault scope.

OPTIMAL PATH



01A. Cloak and Choke



Plan 01: Shack Attack:

After the Major finishes giving his instructions, move forward to a small grave and path to your right (A1) and turn west. Head

down the trail while Cloaked and pass to the right of the boulder, heading around the right perimeter of the vegetable patch (A2). Check to make sure that the LTV has arrived and both Scouts have exited. Enter the tiny shack by the rear doorway (A3) while Cloaked, and bring down the foes standing by the table with a round of silenced gunshots.

Locate one of the barrels in or around the shack and Strength Throw it into one of the two Scouts by the LTV. Bowl one or both over, then mop up with one Silenced Shot.



If you're slow, the KPA Scouts flee across the banana plantation to the southwest and raise the alarm at the farm across the valley. This causes no end of problems! Bring down this quartet of foes quickly and quietly!



Plan 02: Long-Range Path: A variation on this plan involves moving past the junction (A1) and another 100 feet down this wooded path. Then peel off

to the right onto a rocky outcrop overlooking the hut and dirt road (A4). Line up both foes at the table so one is behind the other, then drop them with ranged rifle fire.

Immediately rush the LTV and bring down the two foes before they flee to warn others. If you're quick, you can neutralize them without them firing a single shot.



Plan 03: Looping Path:

Another option is to continue along the main wooded path until it opens up into the banana plantation (A5). Cloak and turn north, and then

move to the low fence opposite the tiny shack. Shoot the foes exiting the LTV (you can aim at the feet of the foe on the car's opposite side), before dealing with the two Shotgun foes at the table as they fan out. With this tactic, you're effectively blocking your enemies' escape route to warn the others.

Plan 04: Tin Roof Takedown:

This is a satisfying blast. Sneak around the back of the tiny shack as with Plan 01, but Strength Jump onto the rear part of the roof, Cloak, and edge forward while Crawling (don't run or the roof rattles, alerting your foes). Look down on the two foes by the table and drop them with ease, then use your elevation to easily tackle the two LTV foes. You can also use this vantage to look at the farm outbuildings ahead.

Other Plans: There are a number of other ways to finish the foes here, but none are as efficient as those previously described. Still, you can do the following:

Lob Grenades and take out the two guards at the table, and then rush the area with guns blazing.

Sneak around the rear of the tiny shack, then face southeast and shoot the gas canister on the back of the LTV before rampaging through the survivors.

Rush the area, with guns blazing, or while Throwing objects.

All of these plans alert the enemies in the farm encampment.

Heavy Objects: The following objects make good projectiles when thrown with force:

Barrels (everywhere)

Black bins (either side of the tiny shack).



When the area is secured, check the table the initial foes were standing beside. On it is a Shotgun and some ammunition for your various weapons.



Walkthrough

Objective 01



ADVISORY

The Shotgun makes a good secondary weapon for the infiltration to come. Make sure it's fully loaded before you pocket it!



WARNING

If you made too much noise, expect a three-man KPA patrol to come to the LTV to investigate. Train your eyes to watch for these foes advancing up the banana plantation.

Part 02. Banana Farm Infiltration

OPTIMAL PATH



01B. Farmhouse Recon: Supreme Stealth



POINTER

This assumes your previous takedowns were silent. There are about 12 enemies in this location to avoid or defeat.

CRYSTIS APPROVED TACTICS



From the LTV, go south through the banana plantation while Crouching and Cloaked. Move to the plantation storage shack (B1) without being seen. Move around the south side of this storage shack. There's little you need.



ADVISORY

If you want another excellent view of the outbuildings and radar trailer or the jammer, Strength Jump (or leap up the wooden crates) to the tin roof. Don't run, or the noise alerts foes. Cloak and view your surroundings.



Re-energize completely, then Cloak and walk through the banana trees heading southwest. Pause if you're getting low on energy, Crawling behind a tree to re-energize, and making sure foes to the right don't spot you. Cloak again and hop over the fence to the right of the large tree (B2). Only the chickens should have spotted you by now!

...CONTINUED

Recover energy at the metal fence on the perimeter of the farm. Move along between the rock wall and metal fence, staying Cloaked, and then move across the gap to another low metal fence leading to the fuel shack (B3; dotted with barrels). Be careful, as a foe is sometimes by this area.



Turn northwest and, after re-energizing, Cloak and move across the dirt road into a smaller plantation patch. Move toward the gap in the fence by three farm buildings (B4). Re-energize in the patch, and then creep into the first building on your right. Re-energize again.



ADVISORY

If at any time you run low on energy near the jamming device, slide under one of the trailers and take a breather for a few seconds.



Head out of the doorway in the northwest wall, turn right, and you're now just across from the radar trailer. While Cloaked, move across and up into the trailer. Switch off the radar jammer at a control panel at its side. The objective is over without any KPA blood spilt!

Now Cloak and heading southwest toward the building you just came from and out across the plantations toward your next objective (02) without the KPA even noticing you!

OPTIONAL PATH



01C. Farmhouse Recon: Optional Paths

Plan 01: Warehouse

Rumble: By far, the best tactic not involving Cloaking involves a Speed Sprint through the plantation, which has you maneuvering around the three jungle Scouts patrolling here. Go over to the storage shed (B), then Speed Sprint west to the pallets of food bundles near an open warehouse (IS).



Peek out from behind a bundle. The KPA Squad leader is usually near the GPS jammer itself. Quickly blast him and anyone else in the area with your weapon (which alerts everyone even if your movements haven't done so already), and then lob a Grenade under the jammer trailer to complete the objective.



Now the entire KPA crew is alerted, so expect some heavy resistance! Try one or more of the following tactics:

Stay by the warehouse, using the pallet bundles as cover, and shoot any advancing foes with your Shotgun. The metal fence behind you prevents you from being completely outflanked.

Shoot the gas tank to the side of the parked Transport Truck to create diversionary havoc. Try the same plan with the two propane tanks adjacent to the Transport Truck.

Flee to any of the outbuildings, and use them as cover. Cloak to escape, or maneuver to a better fighting position.



Plan 02: Plantation Sniping: You can also use the storage shack in the plantation (B) from which to snipe all the incoming foes, although the

banana trees do allow them extra cover. Try a well-aimed Strength Throw of a Grenade into the GPS jammer to complete the objective. Then you can:

Retreat back to the LTV and flee by road.

Cloak and skulk around the southwest area of the farm.

Run to the southwest area and commandeer the Squad Car there (IS).



(IS). Instead of Cloaking, use the large shack as cover and begin a firefight with your KPA foes. Don't advance or you'll be cut down; stay in this area, and back up to the metal fence, as foes have a nasty habit of flanking you by moving along the plantation fence behind you. From here, try these methods:

Stay along the south wall to the fuel shack and slowly advance in from here.

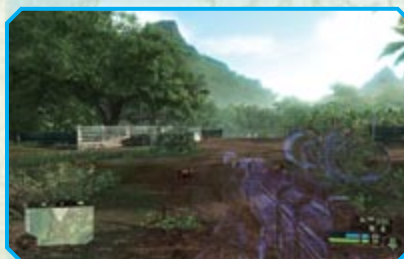
Or, Throw a Grenade or shoot the propane tanks and catch a few foes in the explosion (this is not a good idea as you can be blown up if enemies fire at the tanks when you're near them).

Now advance northwest along the road, peeling off to the left or right if the firefight becomes too intense.



WARNING

Watch out for a machine gun nest adjacent to the jammer; it's pointing your way! This is another reason why advancing along the thoroughfare isn't wise.



grassy field to your left (IS). There's a rock here where you can recharge. Starting a firefight isn't wise at the moment; you need to be farther into the farm.



ADVISORY

Shutting off the jammer while Cloaked without being spotted is feasible, but the large number of enemies along the southwest route straight into the farm means your shimmering form will likely be spotted more easily.

Plan 03: Gunfire from the left flank:

Move along the southern perimeter rock wall heading southwest and leap the low fence by the tree

(IS). Instead of Cloaking, use the large shack as cover and begin a firefight with your KPA foes. Don't advance or you'll be cut down; stay in this area, and back up to the metal fence, as foes have a nasty habit of flanking you by moving along the plantation fence behind you. From here, try these methods:

Stay along the south wall to the fuel shack and slowly advance in from here.

Or, Throw a Grenade or shoot the propane tanks and catch a few foes in the explosion (this is not a good idea as you can be blown up if enemies fire at the tanks when you're near them).

Now advance northwest along the road, peeling off to the left or right if the firefight becomes too intense.



Watch out for a machine gun nest adjacent to the jammer; it's pointing your way! This is another reason why advancing along the thoroughfare isn't wise.

Plan 04: Gunfire from the Right flank:

Travel down the main road on foot from the initial shack, instead of through the plantation. Cloak as you reach a

grassy field to your left (IS). There's a rock here where you can recharge. Starting a firefight isn't wise at the moment; you need to be farther into the farm.



Shutting off the jammer while Cloaked without being spotted is feasible, but the large number of enemies along the southwest route straight into the farm means your shimmering form will likely be spotted more easily.



Walkthrough

Objective 01

Instead, continue along the road to the machine gun nest **B8** before anyone can man it. Slay your first foe, then dive

into the banana-washing warehouse **B9**. This is a good spot to use Speed and dodge the few enemies running toward you. Keep moving, darting from cover to cover, then Strength Punch the jammer or enter the trailer and train your weapon on the trailer exit while you complete the objective. Flee with a Speed Sprint back to the main road **B8** or toward the next objective to the southwest.



ADVISORY

Many foes are armed with Shotguns, and they pause after every shot. With this in mind, try using Speed and stepping behind cover (usually a metal fence), waiting for the shot, and then sidestepping out to blast the foe as he readies his next shot.



Plan 05: The Western Buildings: The three large shacks (containing a cafeteria and two sleeping quarters) to the west aren't a hotspot, but they can be used to snipe from if, during Plan 05, you head west across the road to the cafeteria itself **B9**. From here, you can lob a Grenade at the jammer or Transport Truck, snipe from the roof (hitting foes and exploding gas tanks), and hide and peer out to tag foes from a distance.



Plan 06: LTV Sortie: The LTV parked by the initial tiny shack is a considerable asset. Turn it around and rumble down the road, turning left into the farm thoroughfare at the machine gun nest **B8**. Slowly drive along, blowing up everything that can explode, as well as cutting down the KPA. You'll take around 50 percent damage to your vehicle, but don't worry. Another LTV sits in the southeast corner of the area.



ADVISORY

If you're driving this (or any) LTV in first-person view, and the windows are cracked, shoot out the cracked glass before you enter the vehicle so you can see better.



Plan 07: Ready for Launch:

If you still have a Missile Launcher handy from the previous mission, use it from range (from either atop the storage shack in

the plantation, or across the grass from the dirt road) to take out the GPS jammer without even entering the farm!



Plan 08: Building Beatdowns:

Remember that any of the buildings here, with the exception of the water tower, can be destroyed (and are being destroyed by the KPA as soon as the battle begins!). Try Punching through roofs down onto foes, punching walls out into foes, and the usual Strength-induced mayhem you can muster!



Plan 09: Object Obliteration: Finally, there's a number of objects to propel into foes if you're reloading, low on ammo, or just want to take every single KPA soldier down with a barrel:

Plantation Area

- Barrels (everywhere)
- Wooden crates (storage shack)
- Sacks of coconuts (inside storage shack)
- Metal two-wheeled dolly (inside storage shack)
- Wheelbarrows (in and around storage shack)

Farm (Southeast Area)

- Barrels (everywhere)
- Tires (fuel shack)
- Green bins (near fuel shack, by road)
- Large wooden crate (near outbuilding and propane tanks)
- Wheelbarrow (rear of outbuilding)

Farm (Middle Area)

- Barrels (everywhere)
- Green bins (by ammo, across from jammer)
- Wheelbarrow (warehouse)
- Large wooden crates (everywhere)
- Concrete pipes (Strength Punch them; base of water tower)
- Sack of coconuts (inside middle building)
- Metal two-wheeled dolly (back of middle building)
- Wheelbarrow (side of southern building)

OPTIONAL PATH



010. Farmhouse Recon: Reckless But Entertaining Paths

Farm (Northwest Area)

Ice cream refrigerator (Strength Punch; inside cafeteria)
Black trash bin (back of cafeteria)
Wheelbarrow (back of rear fence, near cafeteria)
Green bins (side of cafeteria)
Tires (side of cafeteria and banana-washing warehouse)
Large wooden crates (everywhere)
Shopping cart (side of banana-washing warehouse)



ADVISORY

Before you leave (if you've defeated all foes), be sure to pick up these things from the metal cases opposite the jammer: Rifle ammo, FV71 Rifles with underbarrel grenade launcher, Rifle Grenades, and Frag Grenades.



POINTER

This completes Objective 01. You now have two main routes to choose from:

Objective 02: Infiltrate the KPA Military Base Outpost (to the Southwest)

This allows you to complete the mission in the quickest time.

Objective 03 (Optional): Investigate the Western Road

This does not appear on your PDA of objectives

This allows you additional combat, and the location of the Precision Scope Rifle attachment.

This also clears the final extraction route earlier rather than later.

This finally allows you to approach Objective 02 from a different direction.



Walkthrough

Objective 02

Objective 02. Infiltrate the KPA Military Base Outpost

"This compound is heavily fortified, so look for a quiet way in!"

—Major Strickland

Part 01: Clearing the Surrounding Area First



POINTER

This objective can be attempted in any of the following order:

1. Head southwest, straight from the Plantation Farm.
2. Head west, scout the road, and locate the cliff path.
3. Ignore the cliff path and continue west, locating the Precision Scope at the bridge (Coordinates D4), then double-back.

Securing the military base outpost is significantly easier with the Precision Scope, so you may wish to secure the bridge (Objective 03) first.

OPTIMAL PATH



02A. Keep On Trucking



Plan 01: Forest Route and Snipe: Begin at the farm's southwest area, or move here from another location. Drive a Pickup Truck or LTV (as it is easier to maneuver than

the Transport Truck) down the dirt track (A1) until you spot a junction (A2) with a cattle warning sign. Head left into the woods.

As soon as you enter the woodland, stop where the road makes a long right turn (A3) and bring out a scoped rifle. Two KPA guards are in front of the military base outpost. Bring both down without making a sound. If they shout or fire, the military base outpost goes on high alert. You can now attempt to enter the base from any of the locations shown in Path 02D onwards, or you can drive northward down the cliff path.



Plan 02: Forest Route and Ram: An alternative to this plan is to drive down the wooded trail, but instead of getting out, ram into the two foes before they have chance to react.

Or, you can leap out of the vehicle and point it at the foes, and then circle around their flying bodies to finish them with gunfire.

Plan 03: Forest Route on Foot: Or, you can head along this road on foot and charge both foes while Speed Sprinting or while Cloaked, and then tackle them in your preferred manner.



WARNING

Be sure you're quiet, or a Sniper on a tower across the waterfall ravine gets you in his sights and begins to strike the area with bullets. Retreat, drop to a Crawl to re-energize, and then Cloak to avoid the sniper.

OPTIONAL PATH



02B. Barricade Blasting



ADVISORY

Attacking this area is purely optional.



APPROVED TACTICS

Plan 01: Smoke and Shotgun:

There's a small barricade to the northwest with an eight-man team in heavy armor assigned to it.

There are numerous ways to reach this barricade gate. The preferred plan is if you're continuing from the farm plantation on foot without raising alarm. Head in a north-westerly path toward the cabbages (B1). Throw Smoke Grenades at the machine gun nest (B2) to block the vision of the enemies as you encroach their building.



While the machine gunner is peering through the smoke, Speed Sprint across the ground, heading toward the road junction (B3) with your Shotgun at the ready.

Pass between the large shack and the storage shack, and make quick blasts at the six foes in this area as they scatter in fear. Pick up any heavy object to finish the job.

Two LTVs are in this area, and if foes start to drive them, Speed Sprint into cover and avoid them, then exit. Or, blow up the gas canister on the rear of each LTV. You can also try the tactics you attempted on the road at the beginning of **Mission 02: Recovery**.



Plan 02-04: Cloak and Danger: If you're taking the same route and running in from the cabbage allotment, try Cloaking and reaching the boulder overlooking the barricade (B4). Crouch and take out the two foes on the machine gun, and then try one of the following plans:

Run to the top of the machine gun nest (B5) and snipe from here.

Stay at distance and snipe the remaining foes from the rock.

Launch a Shotgun rampage in and around the outbuildings.

The following objects are available to use as shields or thrown projectiles:

Barrels (everywhere)

Large wooden crates (main shack)

Green bin (by second nest, other side of fence near barricade)

OPTIONAL PATH



02C. Other Barricade Options



POINTER

Attacking this area is purely optional.



Plan 01: Sniping

from the Banana Grove: If you're moving northwest from the banana grove near the farm, Cloak and maneuver to the rusting

fence overlooking the main shack (B1). There's a gap in the fence you can Crouch behind. The fence offers excellent protection.

Now begin ranged rifle fire on the foes under the shack. If the machine gunners start firing, move along the fence to the road junction (B2) and peek out to fire at them. Then cross the road and finish off the remaining stragglers, either with Shotguns or Cloaked rifle fire.

Plan 02: Driving in from the North: Instead of taking route 02A, you can ignore the cattle sign and continue along the main dirt road, making a long right turn (B3) that eventually leads to the barricade. Strafe the area with turret fire, then drive through the barricade itself (B4), avoiding the sand crates.

Plan 03: Driving in from the East: A similar plan can be attempted if you're driving from the first LTV at the beginning of the mission. Ignore or strafe the foes and then attempt to crash through the barricade, or drive over the hill (B5) to the right of the machine gun nest.

Plan 04: Running in from the North: Your best bet when running in from the dirt road is to dive into cover on your left, moving toward the main shack in the woodland area (B6) before combat begins.



Plan 05:
Driving up the Western Road (Heading East) Complete Path 02A, then drive north along the cliff path. At the junction **07**, ignore the warning

of the incoming vehicle to the west and turn east. Park your LTV near a boulder on the right behind the barricade **08**. Here, you can snipe both machine gun nests, and advance on the remaining foes easily, using the buildings as cover.



POINTER

After securing the barricade, you have three options:

1. Backtrack and head along the wooded trail to the rope bridge entrance of the KPA military base outpost.
2. Travel west along the dirt road, then turn left at Waypoint **07** and drive or run along the cliff path southward to the rope bridge entrance of the KPA military base outpost.
3. Travel west along the dirt road and continue west (optional; Objective 03).



Walkthrough

Objective 02

Part 02: Military Base Outpost Infiltration Points and Combat



ADVISORY

These tactics assume you have collected a Missile Launcher, and the Precision Scope from the bridge checkpoint (Objective 03), although these aren't imperative to your success.



ADVISORY

During combat, the KPA send in a helicopter and drop in a squad of six Special Forces troops and they cut through your Armor in seconds! There's a reason for this. They're armed with a new weapon type: the SMG. Make sure you grab this weapon to replace a rifle and augment it with a Scope and Silencer.

Remember: If you want the SMG now, don't shoot down the helicopter with a Missile Launcher!

You acquired the Submachine Gun (SMG)!



The following routes have been deemed Optimal: infiltration via the "quiet way in" and Cloaked sneaking.

OPTIMAL PATH



02D. KPA Military Base Outpost:
Rope Bridge Entrance Infiltration



WARNING

This is the most difficult of the three main infiltration points.



Plan 01: From the Wooded Road:

After tackling the two foes on the road (Plan 02A), get out of your vehicle and Cloak yourself. Run to the large rock outcrop to the west **01**. The

sounds of water can be heard as you close. Cloak and peer out of the right side near the trail. Produce your DSG1 Sniper Rifle or Precision-Scoped weapon and tag the sniper on the scaffold tower inside the base. Then move forward and drop the foes manning the machine gun nests on either side of the entrance.



You can also remove this menace with a Missile, although if you do, the entire base is alerted!

Cloak, and move to the edge of a rope bridge (12).

There are two emplacements and foes roaming a sand-crated entrance. This is going to be tricky! Try the following:

Speed Sprint across the bridge, Throwing a Smoke Grenade to hide your path.

Cloak run as far across the bridge as you can, then switch to Armor and dive into cover.

Speed Sprint off the bridge and Jump, landing on the rocks below the entrance and working your way around to the northwest, and "the quiet way in."

Speed Sprint and dive into the water below, then swim northwest and enter via "the quiet way in."

After you cross the bridge, try one of the three following infiltration spots:

Plan 01.2: Turn southwest and run to the machine gun nest and work your way around the earthen mound (13).

Plan 01.3: Turn north and run to the machine gun nest here and either leap over it or run around the cliff perimeter to the gap between the earth and fencing (14).

Plan 01.4: Continue to the west and leap the barricades into the base itself (15).



OPTIMAL PATH



02E. KPA Military Base Outpost: Rope Bridge Entrance Combat

Plans: Around and in from the Northwest



grassy gap in the mound (11). Hop into the base and Crawl behind the trees (12) to recharge. Then Cloak and move straight to the middle trailer (objective). Grab one of the foes at the doorway and throw him into the other. When the objective is complete, shoot any foes from the safety of the doorway and Speed Sprint out and over to the rice fields.



Plan 01: **Cloaked:** You can immediately Cloak, if you haven't raised the alarm, and run along the earthen mound with the waterfall to your left to a small

Plan 02: A Less Subtle Approach: Head to the gap in the mound (11), then move quickly west, behind an interior pile of mud (12), and use the undulation

in the mud to fire through. Check the sniper tower to your left first, though, and bring the enemy inside down with sharpshooting or a Grenade.

Kill four or five foes from behind the mud wall cover. You can attempt a Missile Launcher attack on the incoming helicopter, if you want. Then scan the area for foes; they're in the buildings to your left, across the yard, and by the radar transmitter near the first sniper tower. Slowly advance around the shacks (14) or head to the trailers (15) for cover, and begin a long, protracted fight from here. This area offers less line-of-sight and cover options compared to the opposite side of the base.

ADVISORY

If the helicopter begins a barrage of rocket fire at your location, retaliate with Missiles yourself. If you don't have a launcher, locate one under the second sniper tower in the southwest area of the base.

Plans: Straight in from the Bridge

Plan 01: **Climbing the Sniper Tower:**

An ambitious, but ultimately rewarding plan (which can get you killed in the process) is to charge and leap over the sand crates at the entrance (16), and then leap up onto the KPA jammer trailer (17). You can use the crate at the rear of the jammer or Strength Jump up.



Now turn and Strength Jump to the top of the ladder, and into the tower itself. Look up and Punch the roof off. This gives you a better view of the incoming helicopter. Now bring out a scoped rifle, and Crouch, using the floor as cover. Bring down foes across the yard, then edge out and look below for others. Grenades work well here.

When the helicopter arrives, use the Missile Launcher to tag it as it crosses above the base (removing the roof helps your aim), or blast it or throw Grenades as it lands, or else shoot scoped rifle rounds into the descending Recon team before they disperse.

You can also find the DSG1 with a Precision Scope up here, meaning you don't need to head to the bridge checkpoint for it now.

You acquired the Precision Scope!



Plan 02: **Sandbagging and tagging:** If you're determined to engage in a frontal assault, Crouch down behind the sand crates at the entrance and look

from the southwest to the north, peeking over the sand crates at the incoming enemies. With quick bursts of rifle fire, or Shotgun blasts, you can down eight or ten foes. Let them advance to you, and use Armor or you'll die in seconds.

When the Recon team drops in via the helicopter, they can easily outflank and overwhelm you. For this reason, stay at the entrance (and the excellent protection the sand crates offer) and quickly look left and right for incoming foes. The Recon unit tries to storm in from around the GPS jammer (P). Move northwest slightly, behind an interior mud mound, and look over at the tree for these foes.



ADVISORY

If you're being riddled with bullets, especially by the Recon sharpshooters, back up while facing them and attempt to sidestep into cover, then Crouch and lob a Grenade. Grenades can save your life as foes usually stop firing and disperse when the Grenade lands. The lull in gunfire allows your suit to recharge.

Plan 03: Speed Kills: Another option to attempt is to switch to Speed, and then Sprint over the sand crates and around either the digging machine or the trailer (ideally the jammer trailer; (P)), before switching to Armor. Keep to the area near the mud perimeter, though, so you aren't outflanked.

Plans: Around and in from the Southwest

Plan 01: The Pest by the Nest:

If you're fleeing down to the river along the narrow ledge between the mud perimeter and the cliff, try moving around to the machine gun nest to the north (B). Blast the foe here (you can Cloak and surprise him), then shoot foes through the front of the nest. Beware of teams scouting around the ledge to attack you from the left or right, though. Then enter the base by jumping the mud perimeter and begin a slow advance.



Plan 02: Mud Wall Cover: Another option is to maneuver around the mud perimeter wall until you have a good view of the base grounds (B), just right of the machine gun nest. You can use the perimeter as cover, ducking down if foes shoot at you. If you have a view of the helipad, you can also deal easily with the troops disembarking from the helicopter.



Walkthrough

OPTIMAL PATH



02F. KPA Military Base Outpost: "The Quiet Way In" Infiltration



POINTER

This is the preferred method of entering the military base outpost. Attempt this before or after the bridge checkpoint takedown (Objective 03).

You can begin to locate this area after moving in from the following locations:

The river after leaping from the rope bridge (B).

The river after leaping from the cliff-side road (B).

The river after leaping from anywhere along the western road (P).

The lower part of the cliff, after jumping from the rope bridge (B).



path to the southwest that heads up the hill begins soon afterwards.

Plan 01: Close in from any of the cliffs, sliding down to the water's edge (B) and then swimming (usually downstream) to a small boat in the reeds (B). A



Drop behind the rocks or cover and keep your Binoculars and eyes peeled for three enemies venturing down the path toward you. Step out and cut them down, and watch for a third foe with a Shotgun; run at them with Armor on.

Objective 02

**WARNING**

If you've aborted an attempt to reach the base by the rope bridge, or otherwise caused a lot of noise, this three-man team is usually up at the top of the hill or has retreated into the base.

Continue up to the top of the path and a rusting car

Ⓕ. Turn east or southeast. You can now infiltrate the base from the rear (if you follow the road to the southeast; see **Path**

02H), or move eastward along the upper lip of the cliff. Move along the cliff side, making sure you don't slip off to the left, until you reach the gap between the fence and the earthen mound Ⓖ.

**POINTER**

Or, you can head down the winding road, attack the Transport Truck in the area, and begin an assault on the bridge checkpoint **Objective 03B**, **Plan 06**. Return here with the Precision Scope.

**ADVISORY**

You can drive the LTV or Pickup up the undulating ground near the bridge (**Objective 03**), point the vehicle to the south, and clear the river with a jump—in your vehicle!

OPTIMAL PATH

Y 02G. KPA Military Base Outpost: "The Quiet Way In" Combat



A Gap in the Fence: Move along to the gap between the fence surrounding the helipad field and the mud perimeter Ⓖ. Look east and topple the sniper from his tower near the riverside entrance. Step into a small area of mud mound and sand crates.



This is the perfect spot to begin a sniped and Scoped takedown of the foes in the immediate area. Move into the base and look left at the machine gun nest Ⓖ. Bring down

the foe there. Then check the available targets with your Binoculars. Don't worry about the Klaxons sounding; it's almost impossible *not* to be noticed. Stay near the mud pile.

The flare is sent to beckon a chopper with six SMG-carrying Recon members to land in the helipad field in the northwest part of the base. Stay in this position, which offers an excellent view of the field. As the chopper lands, come out of hiding Ⓖ, and Throw two Frag Grenades right into the ground below the landing spot so they explode and kill all six before they disperse. The second Frag Grenade is just to be sure! Mop up any survivors, then Sprint back to the cover.



The remainder of the combat takes place behind the two trailers Ⓖ; move from crate pile and back to the machine gun nest area Ⓖ to keep from being outflanked. Check to make sure no one is coming in from the cliff path you took to get here. Gradually edge forward as you defeat the remaining foes. Remember to look under the trailers and shoot your foes' feet.

**ADVISORY**

When combat is over, return to the bodies of the Recon unit that fell from the helicopter and stock up on SMGs.



Getting in Here Unnoticed: There's a method to reach the KPA trailer with the excavation base information on it without raising the alarm. Begin at the

gap in the perimeter as normal, but stay Cloaked. Head out into the helipad, hugging the left wall in a running Crouch and recharge at a barrel Ⓖ.

Cloak again and move to the trailer to the right of the middle one Ⓖ and hide behind the doorway. Then move into the middle trailer and shoot the two foes inside. The objective is complete, but unfortunately all foes are now alerted!



Y 02H. KPA Military Base Outpost: Attacking from the Rear (Infiltration)



This is a good way to enter the camp, and you can choose two areas of entry: via the road, or via the top of "the quiet way in" path (16).



Up the Winding Road: From the bridge, and ideally with the Precision Scope, trek up the middle of the road, ignoring the winding corners. Scan the area for a Transport Truck if

one hasn't arrived yet, and shoot the fuel tanks on the side of the Truck or begin combating a squad of Special Forces troops. Continue up to the top of the winding hill (11), and then peel off to begin the base assault in one of four main directions:

Via the cliff-side exterior fence (outside) until you reach the gap between the fence and the earthen mound (14).

Over the fence to the helipad field (12).

Around the right side of the fence to the main entrance (13).

Up into the wooded ground looking over the base (14).



Driving up the grass between the winding road sections is the safest and quickest way to cover this area.



Y 02I. KPA Military Base Outpost: Attacking from the Rear (Combat)

Another Gap in the Fence: You can move around the perimeter of the fence by the cliff path to 02D.4 and begin these infiltration plans (02H).



The Helipad Dash:
Or, you can move up along the perimeter wall heading south



Walkthrough

until it becomes short enough to leap over (11). Cloak and leap the fence, and then take up refuge by the large boulder and scrub in the northwest corner of the helipad.

Crawl and set up a sniping camp. Use the Precision Scope and take down either of the snipers in the towers, or another enemy you spot. When the helicopter arrives, Cloak and wait, then launch Missiles into the craft as it deposits the Recon team. You catch both in the explosion, but they drop the SMGs.

Or, shoot down the chopper, then switch to a rifle and gun down the Recon foes as they advance. Finally, wait for more foes to enter the helipad looking for you, and continue the sniping plan until there's only stragglers left. Then enter via the perimeter fence, and run to Waypoint (14).



Main Entrance

Mayhem: If you want to try forcing your way through the main road and machine gun nest next to the helipad, try Cloaking and moving along the perimeter wall (12), optionally Cloaking and heading behind one of the concrete barriers (13) before bringing out a scoped rifle. Tag the Special Forces foes standing by the nest and warehouse building, then move to the perimeter fence near the warehouse (14).



Stay in this warehouse area and blow up the Transport Trucks if any are here, mopping up lightly armored Scouts as the helicopter flies in. Take cover near the warehouse or by the low fence (15), and greet the dropped Recon team with Grenades, Missiles, or blast them with scoped rifle fire from cover.

Make your way along the right side of the road, cautiously checking the foes with your Binoculars to make sure none are outflanking you to the left and right. You should be very wary of the remaining foes, as they are in and around the jammer, the digging machine, and five trailers in this area. Move to a perimeter so you aren't outflanked, and carefully tag them all with long-range fire, hit-and-run tactics, or even an LTU turret. Then enter the middle trailer.



Objective 02



ADVISORY

If you're out of ammunition, run to the open trailer in the middle of the base outpost to replenish your inventory.

**Drive-In Destruction:**

If you have the LTV from your bridge checkpoint sortie, drive it through the main entrance, shooting foes with the turret. Continue slowly, mowing down foes left and right without having them attack from all around. Park on the road overlooking the helipad, then mow down the Recon team landing there. Finally, move to the center of the base to complete your strafing.

**Sniping from the Woods:**

This variation on the main attack plan is most useful when you're equipped with the Precision Scope. Move from the concrete barriers

near the entrance **4** while Cloaked, and go up into the rocky woodland overlooking the base **6**.

Begin eliminating foes from this vantage point, but don't venture too close to the rice fields or you'll be hit by more foes. You can blast the Recon team as they land from the helicopter from here, too. Use Strength and the 4x zoom (**F2**) to reach full range.

OPTIMAL PATH



02J. KPA Military Base Outpost: The Crazy Options



Boxing Clever: If you're taking the back way into the base, you can find a pallet of stacked metal containers and a rusting car. These can be Strength Punched and used as movable cover.



Stretcher Punching: You can also punch the tables and hospital beds to the doorway while you're inside the trailers. These stop foes from coming in, and your enemies are thus deprived of cover.



Raise the Roof: Stand under the warehouse or outbuilding roof and Strength Jump, then quickly Strength Punch, and the roof section goes flying and tumbling through the sky. Look in the direction you want it to soar, so that it lands on foes.

**Object Hurling:**

The following objects, which are scattered through the base outpost unless otherwise stated, can be used as impromptu and usually blunt weapons:



Barrels

Metal Cases (two sizes)

Metal Cases on pallet (Strength Punch them)

Pallets of bags (near trailers, Strength Punch them)

Large wooden crates

Metal, two-wheel crate dolly (outside outbuilding)

Tables (middle trailer)

Hospital stretcher (left trailer)

Bottle of explosive liquid (inside outbuilding)

Objective Completed



When you finish securing this outpost, move to the middle trailer (checkpoint). Strickland uploads a more precise set of coordinates for the excavation site. Now move to the

trailer opposite (unless you're fleeing the base) and stock up on the following items: Shotgun shells, Frag Grenades, Grenade Launcher, Smoke Grenades, and Rifle ammunition. As you exit, do one last check for any remaining foes.

Also remember to search both sniper tower areas for the dropped DSG1, which has a Precision Scope. If you need Missile Launchers, they are in the base's southern corner, near a machine gun nest overlooking the rice fields. Use the Scope on your SCAR, F471, or SMG. Pick up SMGs and ammo from the helipad, where you slew the Recon team.

If you successfully complete this objective, you'll proceed directly to **Objective 04**. Skip Objective 03 (shown next).



Objective 03. Investigate the Western Road



"We're picking up a vehicle heading your way with a heavy guard!"

— Major Strickland



This entire area of the map, from the continuation of the Western road, to the bridge barricade point, is purely optional. It can be ignored, attempted prior to completing Objective 02 (recommended), or attempted after you finish Objective 04 after night falls (with many more enemy incursions).



Walkthrough

Objective 03



03A. Transport Truck Takedown



We recommend that you travel along this road by LTV, disembarking before engaging each hot zone. This way you reach your combat destinations more quickly.



Plan 01: Disembark and Cover: Drive west from the barricade or the cliff path junction **A1**. Strickland radios in to let you know hostiles are up ahead

with a heavily guarded transport. As soon as you receive this message, look for the small metal fence area to your right **B3** and get out of the vehicle. Quickly Cloak and run northwest up the tree-covered bank.

This bank continues up to a rocky ledge **A1** overlooking the road to the west. This is a prime spot for checking on the incoming Transport Truck, which is



flanked by about five Special Forces and five Scouts, some of whom are riding on the vehicle. You can now begin a favorable attack pattern from this upper vantage point. Strafe the front foes and take two or three down. Then Throw a Grenade under the Transport Truck so it explodes while you target the truck gunner.



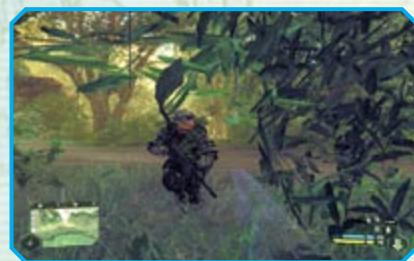
Crouch or Crawl, then stand if you need to fire at foes directly below you. Use the edge of the ledge as cover.



Continue to hide and snipe at foes below, checking the location of the remains of the force using your Binoculars. Optionally, you can Strength Jump across the gap

to another area of upper forest ground **B3** and run down looking left. Here, you can easily destroy the fuel tanks on the Transport Truck and halt any remaining foes trying to flee.

Plan 02: LTV Strafing: Alternatively, if your LTV is in good shape, you can accelerate with Boost and ram the front foes while shooting those to the sides with your turret. Then slow your vehicle and strafe the Truck's gunner and driver, or else quicken your pace and continue driving down the road. Optionally, you can get out and mop up survivors on foot, or reverse and use the turret's firepower to blast them.



Plan 03: Outflanked on the Left: Another option is a variation on the following set of tactics. As Strickland mentions the incoming Truck, leap out of the LTV and trek along the road's left side near the cliff **A1**, making sure you Cloak yourself. Head around the Transport Truck so you have a good shot at the fuel tank while the Truck passes you. Then blast the tank and begin combat. Try some of the following:

Cloak and attack each foe one at a time.

Speed and blast at close range with the Shotgun, dodging attacks.

Use Strength and leap onto the foes as they run, Punching them down.

Plan 04: Missile Madness: A final discretionary option is to fire a Missile directly into the Truck, which easily removes the main gunner and some of the crew sitting on the rear of the vehicle, and then attack using tactics described in Plan 03.

OPTIONAL PATH



03B. Bridge Checkpoint Takedown



All of the following plans offer advantageous options. The only tactic not recommended is to run in with your weapons blazing.

Plan 01: By LTV (Road): Head down the road past the burning wreckage of the Transport Truck you took out and maneuver onto an open hill. Ignore the road as it bends left and right. Instead, drive over the rough grass on the right and back onto the road, rejoining it.

Slow down as you reach the bridge checkpoint and cut down the two Special Forces by the shack opposite. Then bring the turret to bear on the foe inside the machine gun nest as he tries to run. Finally, edge forward and hit the fuel tank of the Transport Truck before it deploys the three Scouts, nullifying this threat in seconds!

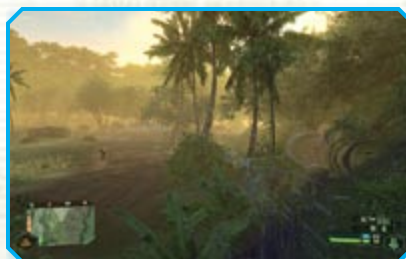


and Handbrake left as you emerge behind the Transport Truck!

Edge forward and explode the Truck's gas tank, then strafe the machine gun nest to the left of it. The three Special Forces foes have more time to seek cover in the ammo shack, but your turret can finish them, or you can hop out and complete the task on foot.

Plan 02: By LTV

(Off-Road): Only slightly less proficient is an outflanking move you can try in your LTV. Drive downhill, but when you reach the area of rough grass, turn sharply right and drive up and onto the wooded hill. Boost and drive in a due westerly direction. Don't strike any trees along the way,



Plan 03: By Foot (Road):

If your LTV has been damaged, you can still take down the checkpoint by Speed Sprinting to the turn in the road and bringing

out your scoped rifle. Plug the two Special Forces by the ammo shack as you head down the hill. Stay at extreme range so you can blast them if they run at you.

Then Speed Sprint to the road's right side, maneuvering so you reach the Transport Truck as it arrives, and shoot the gas tank. Then move around the burning wreck, dropping to use the concrete barriers as cover and finishing off any stragglers.

Plan 04: By Foot

(Off-Road): Follow the route through the upper wooded area to the right of the checkpoint, but instead of driving through the woods (as in Plan 02), use Speed Sprinting. Arrive at, but stay in the trees to re-energize while you blow up the Truck. Then dash down behind the concrete barrier and engage in a fierce firefight. Optionally, you can do the following:

Throw Smoke Grenades at the machine gun nest, tackle the foes in the ammo shack, then take down the foe in the nest.

Throw Frag Grenades to clear foes in both areas.

Engage in dangerous Strength Jumping, Throwing objects or Strength Punching at foes as they scatter in fear.

Don't blow up the Transport Truck; instead Strength Jump into the Truck, punch or shoot the gunner and anyone riding in the vehicle, and then use it as cover.

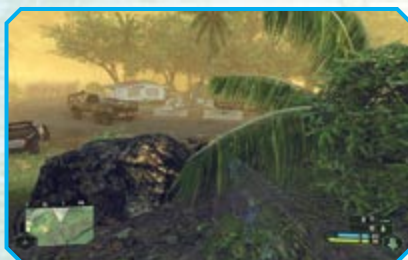
Or, Strength Punch the LTV or Pickup into enemies (but don't punch the Truck as it's too heavy to flip over onto foes).

The following objects can be hurled in this area:

- Shopping cart (under tree by nest)
- Black trash bin (side of ammo shack)
- Barrels (by right side of shack, and near river)
- Large wooden crate (rear of ammo shack)
- Green bin (front corner of ammo shack)
- Metal two-wheel crate dolly (front of ammo shack)

Plan 05: Flammable Shack:

There's a flammable bottle in the back of the shack that's visible through the front doorway. If you have a steady and long-ranged aim, you can hit it, exploding the building from the inside and wounding the two nearby guards in the process.



Plan 06: From the Military Base Outpost: This tactic should be attempted if you're moving in from either the base down the winding road **B5**, or the other side of the river, or from the river:



This alerts the foes at the checkpoint, and may bring in additional foes via chopper or truck. Now Cloak and move around and behind the ammo shack, then line up the two Special

Forces foes, one behind the other, and blast them. If there are no reinforcements, it's a quick gunfight afterward, so use the fence surrounding the ammo shack as cover.

Or, you can pick up one of the Missile launchers lying around and shoot it into the Transport Trucks.



WARNING

Beware of additional troops! If you see a second Troop Transport coming down the winding road from the military base outpost, be sure to destroy its fuel tank as a squad of four Special Forces is deployed. They aren't as easy to down as the Scouts on the back of the first Truck!



POINTER

Now you should rummage around in the ammo shack, which lives up to its name. Inside are Missile Launchers (and on the grass nearby), DSG1 Sniper Rifle, Precision Scope (on Rifle), Rifle ammo, and Frag, Flash, and Smoke Grenades.

 You acquired the Precision Scope!



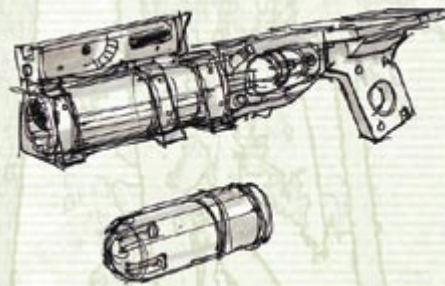
ADVISORY

The Precision Scope is an excellent addition to your rifles. Mount it on the SCAR, FY71, or Submachine Gun, as well as the DSG1. You don't need the DSG1 Sniper Rifle to take the Precision Scope off it.



POINTER

You should now attempt to secure the military base outpost (Objective 02). The road to the northwest, where the Troop Transport Truck came from, leads to unpleasant swamp ground and an empty graveyard. Return here later.



Walkthrough

Objective 04

Objective 04. Proceed to the Excavation Site and Rescue Dr. Rosenthal



"I suggest you take a vehicle and stick to the road!"

—Major Strickland

Part 01. Negotiating the Rice Paddies

OPTIMAL PATH



04A. The Killing Fields

APPROVED TACTICS



Riding Through the Rice:

Enter one of the two parked LTVs (as these aren't damaged, if you're driving one already), and drive quickly (using Boost) southeast across the bumpy rice paddies. The machine gun turret is exceptional for taking down the dozen or so foes that lurk in this water-filled bog. The minimal cover means you can easily eliminate them.



ADVISORY

When you stop to fire, make sure you're on a rice paddy, not on the lower ground between two paddies. The paddy is higher up, making your targets easier to aim at.



Drive to the right turn (B1) in the road, having ignored it up until now, and slow down as you reach the paddy farm with a small house next to a garage shack.

There are about six Special Forces soldiers here. These take twice as many shots to kill, so slay the one by the machine gun nest (B2) first, then slowly drive around the road and strafe the others. You can elect to get out of your vehicle (your tactics change if you're on foot), or you can drive east, south, and then southeast toward a ford in the river (B3) and the fishing shacks.

OPTIONAL PATH



04B. Soggy Underfoot



Plan 01:

Rumble in the Rice Patch: The second tactic is dangerous but very satisfying if your aim is true. Stand by the LTV near the base outpost and look southeast.

Use the low concrete barriers as cover, and shoot the three or four incoming foes before they return the favor.



Now travel (using Speed and then Armor or Strength when you're firing) to the wheelbarrow in the middle of the field (B1) and the palm tree to the left of it.

Make sure you only run here when the enemies left are on the far southeastern side of the field. Snipe them, optionally moving to the Transport Truck (B2) to hide if you're being struck, then move to the burned-out vehicle (B3).

Stay away from the wooded area near the farmhouse (B4), and check your Binoculars

to ensure that no more foes are in the fields on the other side of the road barriers ahead and left. Then Sprint there for more cover (B5). You can check the lower paddy fields for signs of KPA Scouts. When the coast is clear, turn southward, and attack the farm (Plan 02 onward), or move east and join the bank of the river (Plan 04).



Plan 02: Farmhouse

Takedown: There are six KPA Special Forces guarding a farm and warehouse (B6). Try one of the following tactics:

Cloak and move to the tree near the fence to the left of the road (B5) and bring down the foe under the warehouse. Swing right and drop the foe standing outside the farmhouse, then hop over the fence and slay a couple of foes near the machine gun nest. Turn east and tag foes around the warehouse, optionally entering the farm for more cover, then proceeding out the other exit to outflank them (B6).

Cloak (Crawl when you're re-energizing) and move to the southwest heading for the rock perimeter. Sneak down to Waypoint (B7) and face the farmhouse. Snipe the three soldiers by the road machine gun nest, then Speed Sprint in and finish the rest. Or, stay at this sniping spot under the cover of bushes to finish the job.

Or, charge the farm and Strength Jump onto the roof, firing at foes, or begin to Strength Throw objects like a maniac. Use objects such as:

- Metal weapon crates (both sizes)
- Wheelbarrow
- Green bin
- Large wooden crate
- Barrels

Lumber piles

Sacks on pallets (under the warehouse).

Rusting washing machine (in woods outside farm)



When you've finished securing the farm, go down the road to the ford (K), or move eastward to the riverbank and check the fishing huts from this location (BB).

Plan 03: You can reach (BB), overlooking the fishing huts, by driving like a madman across the paddy fields, around the left side of the road fencing, and then parking at the river's edge. Or, you can drive through the gaps on the right side of the rocky outcrop, over the saplings, and jump the river in your LTV!



Plan 04: Along the Riverbank: Ignore the rice field snipers, and instead head to the southeast corner of the outpost, by the



river (BB). Drop down to the water's edge, and run along the river in a southerly

direction, and loop around to the other shore until you spot the first fishing hut at Waypoint (BB).



ADVISORY

Before you go into the forest, be sure you check inside the farm for a stash of ammunition, including SMGs. This is the optimal place to stock up on this preferred gun. At the farm you can get SMGs and ammo, FY71 guns and ammo, DSG1 Sniper Rifle and ammo, Frag Grenades, and Missile Launchers. Remember to mount the Precision Scope and Silencer on your SMG.



Walkthrough

Objective 04

Part 02. Fishing Shack and Forest Infiltration



04C. Driving to the Main Base



APPROVED TACTICS

LTV Ride: Cross the ford in the river and immediately tackle two foes to your left, standing near a group of fishing shacks (C), by ramming the first and shooting the second. You can explode a propane tank in this area to help rid yourself of the third foe near one of the outbuildings. Stop and shoot any foes you may have missed. Drive to the fork in the road (D).



Turn left and you arrive almost immediately at a second set of fishing shacks (C). Strafe the area ahead and right. Two foes are in this building and another

couple are to your right, farther along the riverbank. Make a mental note (and check the map) as both sets of huts hold a Small Patrol Boat you can use to escape after this objective is complete.



Second Recon Team

Takedown: If you hear the sounds of a helicopter, get out and run up the bank and around to the southeast (A), and up onto a grassy plateau.

A squad of six Jungle Recon foes with SMGs is readying to land. Use the Missile launcher (taken from the farm building, or from the crates by the fishing hut you just passed) to shoot the chopper out of the sky when the foes are about to disembark, if you need their ammo, or earlier if you don't.

Now take the road's right fork and head into the forest before beginning one of the Paths (04F onward) to assault the domed excavation site itself.



04D. Fishing Hut Fracas



POINTER

You also have the option to charge in with a Shotgun and make a lot of noise, but this isn't covered here as it relies on the usual method: find cover and blast away.

**Plan 01: SMG Slaughter:**

Run across the river and Cloak yourself near the tree on the left (A). Bring down the first foe, Cloak and venture left past the riverside shack. Look east, toward the warehouse, and bring down the other two foes in an instant. The SMG is an incredible weapon, and it's even better when silenced! If you don't have one yet, use the Shotgun or Rifle to eliminate the Recon team to grab the SMG.



Switch to Speed, then Cloak as you creep down to the metal fence by the entrance to the second fishing hut area (B). Recharge, then Cloak and move to the

middle of the area by the Missile Launchers on the crate. You can then cut down the two foes by moving in from the left or right side of the house. If a shot rings out, the third foe up the river comes to investigate. Check where he is with your Binoculars before you finish him.

**ADVISORY**

Shoot the foe behind the window before he sees you, or he drops the window guard down, causing you to move to the side doors (or Strength Punch through the wall!) to defeat him.



Plan 02. Wheelbarrow Rampage: Or, you can utilize the many dangerous implements lying around:

- Barrels
- Outboard motor (outside first shack)
- Bag of rice (inside first and second shack)
- Fishing net and cages (outside first shack and third shack)
- Shopping cart (outside second fishing hut entrance)
- Green bins (grounds of second fishing hut area)
- Metal two-wheel crate dolly (boathouse in second area)
- Wheelbarrow (side of third shack)
- Large wooden crates

OPTIONAL PATH**04f. Riverside Rampage**

Plan 01: Through the Murky Waters: From (B), scan the second set of fishing huts (C) and cross the river while Cloaked, recharging while Crawling at the



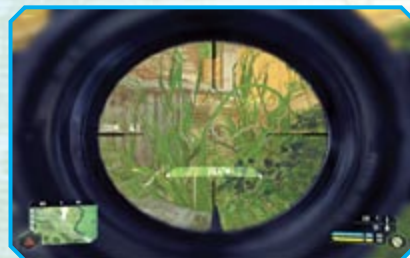
tree (D). Move right, around the boathouse, and slay both foes in the third fishing hut, plus the foe who runs in to help. Then turn and run up the hill to the initial huts with the propane tank. Cloak-kill the three others.



Plan 02: LTV Jump: If you're driving off the rocky outcrop like a madman, aim to the left of the tree (E) to land in the water, and use the turret to slay both guards. This is spectacular, but your LTV is now useless!



Plan 03: Lakeside Takedown: From (B), you can optionally turn and swim across the river to the northeastern edge (F), then Speed Sprint along the



perimeter rock wall, heading east. When you reach the end of the river (G), continue into the forest or turn southwest. Tag the foe on his own to your left by the riverbank. Then tag the foe standing to the right of the building. Finally, shoot the Squad Leader as he mills around looking for you. This is combat from extreme range, so use Strength to steady your shots.

**ADVISORY**

Take one of the two Small Patrol Boats (from the boathouse, or moored on the stretch of river near the small waterfall) and maneuver it to Waypoint (H) for a quick extraction.

**ADVISORY**

Affix the Flashlight to your favorite weapon, but be careful as this can hinder your stealth.

OPTIONAL PATH**04f. Excavation Site: Infiltration Points**

Plan 01: Dealing with the Jungle Recon Unit: There are two two-man Recon units patrolling this forest and they're easy to spot: They're carrying flash-



lights. Optionally deal with them, especially if you aren't attempting a ramming raid of the excavation site [Optimal Path 04G]. If they are far away, check with Binoculars, Crouch, employ Strength, and cut them down with Scoped SMG fire. If they are close, outflank them with Cloak and cut them down with regular SMG fire.

Plan 02: Follow the Path: If you moved along the path to the right of the third fishing hut, near the helicopter landing plateau, you can follow it as it winds to the main road (P). Collect a rusting washing machine (A) to throw at a Recon foe along the way.



ADVISORY

If the foes shine their flashlights in your face, simply aim at the middle of the flashlight. You'll always strike the foe. Expert marksmen like to aim slightly higher, where the foe's head is!

Trudge over the ground, watching for the two snipers on towers inside the base. You now have four possible infiltration places:



Infiltration Point 01:

Perimeter Wall Hug the northern rock wall perimeter, following it eastward, and outflank the entire base. Turn southeast

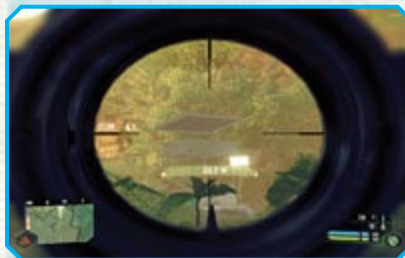
when the rock wall forces you to (A), then keep on the high ground. You can snipe at any time as you overlook the base, but a better plan is to ignore the foes and stay Cloaked. Reach a promontory overlooking the rear entrance to the prefab corridors adjacent to the dome (P), Cloak and drop down, scurrying inside to complete the objective.



Infiltration Point 02:

Northwest Sniper Tower: Or, you can bring a steady hand and down both snipers on the towers with Scoped SMG fire (or your DSG1),

then run a long flanking route northeast before turning when you reach a tree you can run under and an embankment you can climb (B). Head southeast and enter via the perimeter mud wall just left of the sniper tower (A).

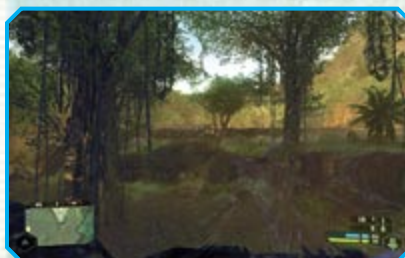


Infiltration Point 03:

Western Nests:

Head east through the forest, moving in a direct path and looking for a patch of green

earth to climb up (B). Deal with the snipers in the right tower, and then quickly slay the foe in the machine gun nest to the right (B). Move past and hop over the mud wall perimeter near the trailers (A).



Infiltration Point 04:

Main Entrance:

This tactic is only advantageous if you're driving through the gates in an LTV (Path 04G). If you're on foot, move along the

south rock wall of the forest heading east. Cloak as you approach the base and deal with the sniper with Scoped SMG fire. Cloak and pass to the right of the orange refuse containers, then hop over the mud perimeter wall to the right of the gate.



ADVISORY

You may be able to tear through foes quickly with SMG fire, but don't forget an oft-overlooked weapon: your single Pistol! Remember the single Pistol can be aimed (double Pistols can't, so drop one but reload first!). Try aiming for head shots at the Jungle Recon team. Try expending only one bullet per foe to hone your skill!



Walkthrough

RECON
Objective 04



Part 03. Excavation Site: A Terrifying Discovery—A Relic Revealed

OPTIMAL PATH



04G. Excavation Site: Ramming Speed

APPROVED TACTICS



Take the right fork at the turn near the fishing huts and Boost along the forest path, heading in an easterly direction. You reach the excavation site, which is heavily guarded. However, you don't need to worry about guards; drive around the concrete barriers and smash through the gate (G). If your LTV is damaged, get out and drive the one parked to your right or use the Pickup Truck.



You have two paths to take. Head straight as the dirt road splits (P), weaving to the left of a digging machine, and then turn sharply left, going down into a bunker near a Transport Truck (S). Stop here and lay waste to the machine gun nests on your left and right. Then turn your turret and slay any nearby enemies that are firing at you. You should have run over a few, too.

Or, you can skid left at the junction (P), drive past some trailers, then take an immediate right (R) down to the Transport Truck and bunker (S). Train your weapons on the metal prefab base building doorway to the northeast. Slay anyone who comes out.



When the coast is clear, or your vehicle is almost ready to explode, jump into the Transport Truck and use its machine gun. Alternatively, you can run your

vehicle toward the largest enemy group and bail out at the last second. Take advantage of the chaos to Cloak and kill.

Or, switch to Armor and Sprint into the doorway. There may be two or three Special Forces soldiers in here. Slay them but push forward quickly, then turn left. At the junction (S), turn right and push the button that opens the door into the Excavation Site [objective].

OPTIONAL PATH



04H. Excavation Site: Getting to the Dome

ADVISORY

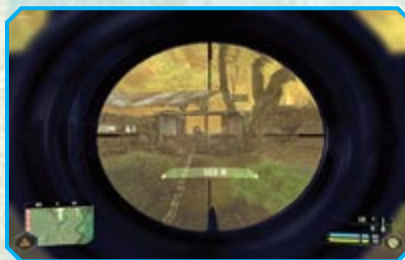
The basic tactics of moving from cover to cover, and using Scoped SMG fire (then switching to Scoped FV71 fire when you run out, or, if you prefer, Grenade launching) is by far the best alternative to the Optimal Path. The following tactics assume you are using this plan:

Expect around 20 foes.

Pay attention to the three sniper towers if you haven't dealt with the foes up there.

The two machine gun nests in the trench area are re-manned consistently, so keep checking for fire from there.

Be sure to visit the weapons trailer (near the middle sniper tower) to stock up on the following ammunition and weapons, prior to reaching the dome (use T to knock the locks off the cage doors): Shotguns and ammo, Submachine Guns and ammo, FV71 ammo, Frag Grenades, Rifle Grenades, and Grenade Launchers.



Plan 01: From Infiltration

Point 01: From the woods just outside the lip of the base (H), move down the sloping trail to a tree and small boulder (P). Deal

with the snipers on the towers from extreme range, and while Cloaked, move around to the machine gun nest and drop the gunner, then the foe in the nest opposite. Then, you can:

Drop into the large trench by the front exit to the domed prefab structure (H) and lob a Frag Grenade in to clear three Special Forces foes inside. Lay Smoke to your right if foes are coming down from the trailers, and head to the domed door at once.

Or, better yet, dash along the muddy upper perimeter and down the back of the base perimeter to the rear entrance and storm inside (H).

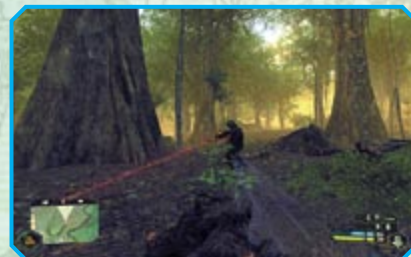
Plan 02: From Infiltration Point 01:

The following additional tactics can be attempted from here:

You can Crawl and snipe incoming foes from the trailer area.

You can Strength Jump on top of the green prefab corridors and use the rear entrance.

You can climb to the top of the dome, and Crawl, using it as a sniping position overlooking the entire excavation site.





Plan 03: From Infiltration Point 02, Right of Fence: After defeating the snipers, you can hop over the mud perimeter on either side of the fence (left or right). If

you chose the right, drop down by the base of the sniper tower (15). This is the preferred spot to hide and bring down at least a dozen foes, as you're unlikely to be attacked from behind.

From here, when there's only one or two foes attacking you intermittently, you can move south toward the trailers (16) and face into the base, using the trailers or digging machine



arm (you can squeeze into the scoop if you wish), and train your sights on the main entrance near the radio tower. After a protracted combat, move to the weapons trailer to re-arm, then move down into the trench (17) and engage foes outside the prefab structure's entrance.



ADVISORY

Remember you can fire through the gaps in the digging machine's tracks and under the trailers.

Head to the southernmost trailer and grab any ammo you need before you go northeast down the trench.

Plan 04: From Infiltration Point 02: You can also try climbing up the sniper tower and using its floor and sides as cover (plus Crouching and Crawling), and slaying the foes from this vantage point. Dropping Grenades or firing Missiles is also a great way to clear the area. Continue this until no one is left or you want to move to the trench (17).



Plan 05: From Infiltration Point 02, Left of Fence: Move onto the flat earthen ground (18) and you realize there's not much cover. Instead of Sprinting down

into the trench, stay by the low metal fence, shielding yourself from both machine gun nests. Look east to southwest, and back again, dropping foes and then hiding behind the fence. This is the best place to be to deal with the bulk of the troops. Then head into the trench (17), or better yet, skulk along the perimeter mud past the machine gun nest to the back entrance (14).

Plan 06: From Infiltration Point 02: Other discretionary tactics can be attempted, such as the following:

Man the machine gun nest and strafe the other nest and main trenches (but watch for foes attacking you from behind).

Chop the two support posts from any of the shacks and use the roofs as cover, optionally Strength Punching them toward clusters of foes.

Use the barrels and other objects (or foes) as movable cover to pick up and absorb enemy fire.

Leap across from the machine gun nest to the top of the metal prefab and then to the dome roof.



Plan 07: From Infiltration Point 03: If you moved to the left side of the sniper tower to the machine gun nest shack to your right (19), hop over the sandbags, and

use this nest as the ideal cover spot to tackle the incoming foes. You only need worry about Grenades. You can now follow any of the plans from Infiltration Point 02. You're in the same general area.

Head to the shack with the pallets (20) and back into the nest to coax foes out. Or, you can run to the sniper tower near the ammo trailer (21) and use the metal exterior wall for cover as you methodically plow through foes. Gradually head down to the trench area (16).

Plan 08.1: From Infiltration Point

04: This area is another great place to begin a concentrated, mid- to long-range takedown of the 20 or so foes in this excavation settlement. Begin just to the right of the gate at the foot of the sniper tower (22). You should have taken out the sniper while coming here from the woods.



Step over the muddy perimeter and look to the north. You can use this muddy wall, the base of the sniper tower, the rear of the LTV, the sand crates by the gate, and

any of the cover in the propane shacks (except the tanks themselves!) to fire from. Stay in this area, tagging foes as they head toward you. There's usually no need to check behind you; all enemies are heading roughly southward. Once little to no resistance is left, try some of the following plans:



Walkthrough

Objective 04

Move northward and hide in either white metal container [this is excellent for ducking down into to avoid being struck].

Head into the trailer area to restock your armaments, then dash down into the trench [07].

Or, head to the northeast, and maneuver around the digging machine [Plan 08.2].



Plan 08.2: Continue moving northeast, using the white metal container [013]; hop in via the crate or Strength Jump) or the pile of concrete barriers to your right [014]. Concentrate your

fire on the machine gun nests, then try one of the following plans:

Dash down into the trench [07]. Remember, you can Strength Jump up onto the higher ground if you're being swamped.

Dash to the machine gun nest overlooking the dome entrance [015] and use a mixture of machine gun and regular gunfire to strafe the area. Grenades are a good option here, too.

Or, you can stay on the extreme right side and navigate the outer rim of the base [016], passing around the mud piles (which can be used as sniping areas), to the rear entrance. Or, hop on the domed roof itself if you want to tackle more foes.



ADVISORY

Remember that you don't need to worry about taking down every foe prior to entering the dome!

Plan 09: Remember you can ignore the stealthy aspects of infiltrating this area, and instead make Speed Sprints and Strength Jumps all the way to the front or back entrance of the dome.

Plan 10: Remember that debris and scenic objects make great bludgeoning tools! Try the following:

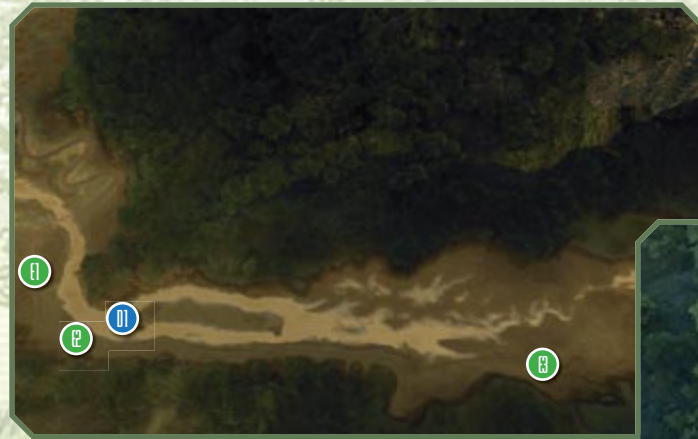
- Barrels
- Large wooden crates
- Stacks of lumber [Strength Punch to loosen the pile]
- Pallets of metal cases [Strength Punch them]
- Bottles of liquid nitrogen
- Metal weapon cases
- Metal two-wheel crate dolly
- LTV [Strength Punch it]
- Metal shelving and tables [inside Dome; Strength Punch them]

When you have negotiated your way past the four Special Forces foes in the dome corridor itself [try lobbing in Frag or Flashbang Grenades, then bringing them down with Shotgun or rifle head shots], move to the side junction and Use the keypad.

You enter the dome, where Dr. Rosenthal is arguing with General Kyong over a satellite feed regarding the "relic" the archeologist is currently prodding. After a bitter argument, the relic sends out a massive burst of energy, freezing Rosenthal and cutting off Kyong. The entire chamber is completely frozen solid!

- You encountered Dr. David Rosenthal!
- You encountered General Ri Chan Kyong!

Objective 05. Proceed to the Extraction Point



"Nomad, we're picking up a massive energy spike from the center of the island! What in the hell just happened up there, son?"

—Major Strickland



POINTER

This map shows the area between the bridge checkpoint (Objective 03) and the graveyard (Objective 05). To reach here, you must retrace your steps to the bridge checkpoint.



Part 01. Reaching the Bridge Checkpoint



The following tactics mainly use the vehicles you can find near the excavation site. Hiking through this area on foot is unnecessary and dangerous. If you still wish to attempt it, remember the major tactics previously presented and use them, along with your Night Vision Goggles (I) and Flashlight attachment.

OPTIMAL PATH



05A. The Death-Defying Dinghy



The following tactics assume you've located one of the two Small Patrol Boats by the fishing huts. Make your way to either of them.



Plan 01.1: Leave the dome and enter the LTV you parked earlier or the Transport Truck. Drive the vehicle directly to the exit gate that you crashed through (if you used the previous Optimal Path). Avoid the concrete barriers, and drive down the forest road. Activate your Night Vision Goggles, then drive around an incoming LTV. Optionally, stop and swing the machine gun around to target the gas canister. Ignore the ground troops combing the forest.

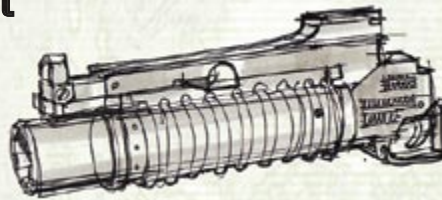


Drive toward the ford near the waterfall, but swing right down one of the two dirt roads before you reach it. Speed Sprint to either of the moored Small Patrol Boats (one by the first shack you encountered, the other in the boathouse of the second settlement). Turn the Boat around and pilot it downstream toward the ravine below the rope bridge.



Plan 02: Or, you can run through the forest (Speed Sprinting) to the end of the river (Waypoint B) and secure a Small Patrol Boat you may already have

piloted to this point. Or, sneak toward the boathouse to claim it. There's a third boat, moored on the small wooded promontory, that you can steal, providing you drop the two KPA guarding it.



Walkthrough

...CONTINUED

Plan 02.1: Drive the Boat around to the left of the fallen debris, then ease off the Boost and keep away from the left wall as you head over the waterfall. Drive the Boat fast enough so that you don't land upside down, and slow enough so that you don't lose control and tumble through the water when landing. As soon as you land, leap from the Boat.



A KPA Helicopter is strafing the area and it makes short work of your Boat unless you dive away from it and bring out your Missile launcher. Use the left riverbank as cover and fire two shots (don't use Secondary Fire and wait for a lock because you'll be strafed by its machine guns). Drop it out of the sky in a spectacular fireball.



Re-enter the Boat and continue to travel downstream until you spot the red and white flares at the bridge checkpoint. A six-man Special Forces squad attempts to impede your progress. Strafe the small jetties to the right, blowing up the explosive barrels, then cut down two foes on the bridge. Exit and Cloak, heading up and right toward the bridge hut, looking for the final two foes, and drop them easily, using the rocks or the Transport Truck as cover.



Plan 03: Or, you can swim to the river's right side and trek through the woods to deal with the six-man Special Forces team. Be sure you blast both explosive barrels first, so you catch two of the men in the explosion, and thereafter only need worry about the four others. Sniped fire, or Iron Sight works well with Strength to steady your aim.



When you're done, locate the remaining Missile launchers inside the bridge checkpoint shack before you decide what route to use next.

Objective 05

OPTIONAL PATH



05B. Taking the LTV



ADVISORY

The following tactics assume that you commanded one of the LTVs at or near the excavation site.



Plan 04: Drive carefully out of the excavation site, making sure you don't accidentally flip over the LTV while driving through the forest. Instead of exiting the

vehicle to locate a Small Patrol Boat, cross the ford in the LTV, and drive along the left side of the rice paddies. Ignore the road and aim to drive left of the barricade near the base outpost.

You're attacked by a KPA Helicopter here. Drive to the winding road away from a six-man Special Forces team at the barricade (which you should pepper with machine



gun bullets while staying at speed), and get out. With the Missile launcher, quickly launch two well-aimed Missiles into the chopper to bring it down.



Continue along the winding road, either in the LTV you came in, or in a new one parked by the barricade if the first is severely damaged. When you reach the

bridge, slow down and strafe the two foes up here, then take down the two by the small jetties by exploding the barrels. Look for muzzle flashes and continue to blast the area until the whole six-man squad is eliminated. Foes may be on either side of the river, usually in the bulrushes.

OPTIONAL PATH

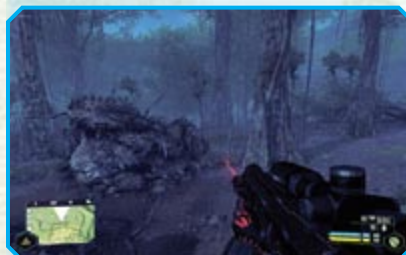


05C. Vehicle Compromised



ADVISORY

The following tactics assume you've lost a vehicle and must continue on foot.



Plan 05: Exit the dome and use one of the four infiltration points to retrace your steps to the river and your escape route. The most advantageous is

Infiltration Point 01, returning up onto the mud perimeter, then fleeing along the right edge of the woods to the lake. Then take a boat.

Or, move along the right perimeter of the base and Speed Sprint into the woods before Cloaking. The woods are teeming with Special Forces troops looking for an intruder. It is wiser to move around them rather than engaging them. However, if a firefight is necessary, quickly move from cover to cover (trees or boulders), and blast into the middle of the flashlights if they shine in your face. Don't be afraid to back up, but keep on the move so you aren't pinned.

You can now take the following routes, looking for vehicles along the way:



Either cross the ford and move along the left edge of the rice paddies under cover, then run down the winding road to the bridge checkpoint.

Or, follow the river and leap down at the waterfall, dropping into the river below. Then swim to the bridge checkpoint. Use the topographical advice presented for Objective 03 to learn the different routes to take to defeat the assembled KPA Special Forces team.



POINTER

You can now reach the extraction point using one of three routes:

1. Trek on foot in a westerly direction, left of the river.
2. Pilot the Small Patrol Boat under the bridge and continue down the river.
3. Use the LTV (at the bridge checkpoint unless you removed it during Objective 03) and drive down the road to the right of the river.

Part 02. Reaching the LZ

OPTIMAL PATH



05D. To the Graveyard: Moonlit Boating

Plan 01: Take one of the Small Patrol Boats from the now-secure bridge area and pilot it under the bridge, avoiding the shallow rocks. Steer either left or right when the river splits **(1)**. The right path has a shallow rock you should drive over at speed. Major Strickland radios in, asking where the rest of the research team is. They're at a mine where KPA activity is the heaviest. He's also sending in Vulture team with a VTOL (Vertical Takeoff and Landing) Vehicle to pick you up.



Get your military divisions straight: Team Vulture flies the airborne VTOLs. Team Idaho controls the heavy tank division.



The two river channels join up again, and the Major warns you of a KPA convoy. However, they're on the road to your right, and can be ignored. When the twisted branches

stop you going any farther in your boat, hop out and climb the riverbank, then continue to head in a west-southwest direction, until you reach the graveyard LZ.

Plan 02: Of course, you can follow this river on foot, too, beginning in the forest to the left of the river by the bridge and continuing in a roughly westerly direction all the way to the LZ. You can stay away from the road on the other side of the river if you want to avoid the KPA patrols.

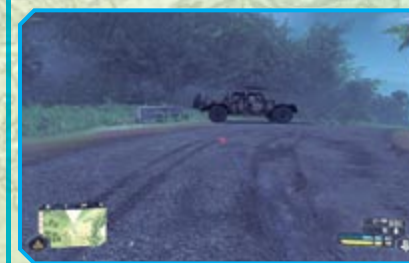
OPTIONAL PATH



05E. To the Graveyard: By Land



Search the bridge shack for another Missile Launcher (you'll need it!) and some Grenades before continuing in an LTV you've procured.



Plans 03.1-08: Drive in a roughly south-westerly direction along the road away from the bridge, but slow down when you pass the metal

sign to your left **(1)**. Up ahead, a KPA LTV is coming with two occupants inside. Try one of the following options:

Block the road with your LTV and ambush from the right or left bank, attacking the vehicle from the rear.

Block the road with a fallen palm tree and attack from the direction of your choice.

Ram the LTV head-on and strafe it with your Car's turret.

Get out and Throw a well-timed Grenade that explodes as the LTV drives over it.

Strength Punch the LTV into the river.

Ignore the LTV and continue on your way.

When the enemy LTV is inoperable, you get a message from Strickland that your limey friend (Psycho) is back in the field and the other research members are at a KPA mine. You're warned of a convoy that's ahead around the next bend **(2)**.

Plan 09-18: From here, you can attempt the following plans:

Ram the LTV into the Troop Transport and strafe the eight KPA Special Forces with turret fire, reversing to avoid the thrown Grenades.

Ram the LTV, then shoot the fuel tanks on both Trucks and enemy LTVs before tackling the remaining enemies.

Drive quickly around the obstacles, then left down the dirt track, avoiding the blocked tunnel and two enemy LTVs and ignoring the foes.

Or, you can try exiting the LTV and then doing any of the following:

Cloak and creep to the lead Truck, and lob a Flashbang Grenade, averting your eyes to the explosion. Then switch to Night Vision and drop the staggering foes. Switch on your Night Vision Goggles to see the enemy locations better; expect about four on the river's side in the bushes. Flick your Binoculars on and off to check where they are before you try aimed rifle shots. Or, use Frag Grenades coupled with rifle fire to flush them out. Or, fire off a Missile or two to really make your point. Or, Throw any of the weapon cases at them after charging their positions and using the cases as cover.

Or, Cloak and sneak left along the riverbank, then double back around, attacking them from behind using any of the previous techniques.

Or, move to the rusting shack **(3)**, collect either the oven or cart, and bring that back to throw at the KPA Special Forces team.

Then continue along the road, driving to the right of a fallen tree, and under a second fallen tree near a rusting shack **(4)** until you reach a gloomy cemetery. But where's the VTOL?



Walkthrough

Objective 05

Objective 06. Secure the Extraction Point So the VTOL Can Land

"Look again son; you're gonna have company real soon!"

—Vulture



06A. KPA Nanosuit Troopers: Optimal Beatdowns



Vulture informs you that the LZ is not secure, so whip out your Binoculars (and, once combat begins, your Night Vision Goggles), and target four incoming hostiles. They begin to zone in on your

location, so keep moving and focus on each one, one at a time. Charge forward to engage them using Speed and Strength.

Plan 01: The KPA aren't supposed to have Nanosuit technology yet, and although these are cheap knockoffs, the foes still manage to replicate the suit's basic functionality.



There are two ways to take these fiends down: The first is to drop down behind the low graveyard walls (near the edge of the yard itself so you aren't attacked from behind) and quickly snipe them with DSG1 or SMG fire from long range.



Plan 02: Or, you can Strength Jump and Speed Sprint around the graveyard as each Nanosuit KPA comes toward you. Use Smoke Grenades to

suppress fire from the foes you aren't focusing on, and instead bring down the enemy with one of the following offensive moves:

A Shotgun or rapid-fire rifle blast to the head.

Frag Grenades followed by gunfire.

Flashbang Grenades followed by gunfire.

Strength Punches.

The sapling branches of trees you cut down.



Plan 03: You can also punch in the raised stone coffins dotted all around the graveyard (check the interiors for the skeletal remains!), and pick up the chunks

of stone you shatter. Use the chunks to smash into the Nanosuit KPA via Strength Throwing. Continue with these plans, moving to the larger coffins for additional sniping or hiding positions if you wish, until all four are dead.



WARNING

Remember that these KPA soldiers have the same suit benefits (albeit on a much less powerful scale) as you do, so keep moving as a foe turns invisible (for example). Wait until he reappears to tackle him. Back up from Strength-induced foes.

Nanosuited KPA Soldier encountered!

Objective 07. Climb into the VTOL



07A. A Hovering Vulture



When all four Nanosuit KPA are down, Major Strickland radios in to let you know that the hostages are debriefed. You're to land at a nearby harbor to

"Nomad, the hostage has been debriefed and Opcom's given us the order to assume control of the island by force..."

—Major Strickland

help a squadron of Marines take the area. Look up as you receive this message, and step out of the middle of the graveyard as the VTOL descends.

You entered a VTOL!

Step around to the rear of the VTOL and climb aboard. "Alright Nomad, livin' up to your name, I see!" Psycho greets you as you talk about what Jester said; he may be right about this entire sortie. Next stop, the harbor....

STAGE 04: ASSAULT

STRATEGIC MAP AND OVERVIEW

AVAILABLE INTEL:

LOCATE AND EXTRACT CIVILIAN HOSTAGES

Dr. Rosenthal's daughter, Helena, and a colleague are being held in a mining complex in the mountains. Locate and extract these last two hostages. Assist U.S. forces in securing the harbor, then proceed to the mine in search of the hostages.

The U.S. Military is under heavy and sustained attack, and punching through to the grasslands near Kyong's mine stronghold is going to take a concentrated effort. After leaving the VTOL under heavy fire, you're instructed to quickly meet and get briefed by Lieutenant Bradley, who's holed up at a makeshift overlook. He instructs you to destroy three AA batteries. Two are in the cove area ahead of you and are your primary targets.

Destroy the AA battery by a burning bridge, where a recent Alien incursion has frightened the KPA in that area, then take down a second AA battery on a rocky peninsula overlooking the dotted islands and ocean. The batteries can be destroyed in any order you choose. Next, you're given optional plans to locate a communications setup in a small, ramshackle settlement between the cove and the main harbor. Downloading munitions coordinates helps with the next main objective: Break into the main KPA harbor and blow up the final AA battery.

After this has occurred, expect fierce resistance in the harbor docks as you engage in firefights en route to a large KPA cruiser that is docked in the main harbor terminal. After boarding the vessel, a jamming room must be located, and the jammer switched off. This allows the U.S. jets to bombard the cruiser, although you need to pinpoint the air strike with your Binoculars. Then Major Strickland can bring in his heavy tank unit and begin the final push toward the mines.

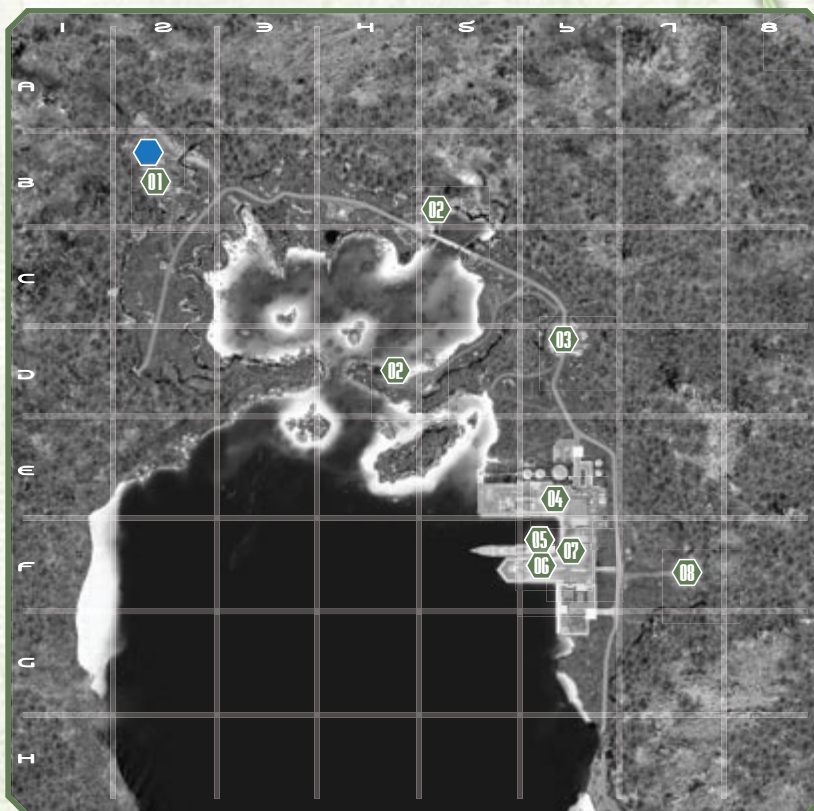
LEGEND



Deploy Point



Objectives



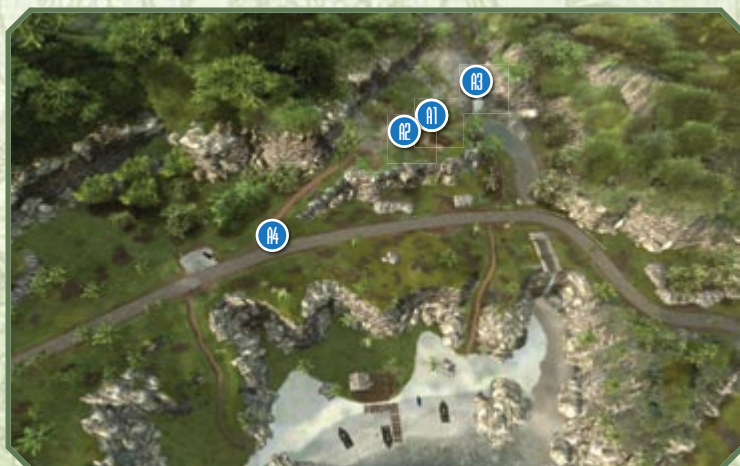
Walkthrough

ASSAULT
Objective 01

OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
B2	01	Meet Lieutenant Bradley	F6	06	Paint Target for Air Strike
B5/D4	02	Destroy the Anti-Aircraft Units	F6	07	Secure the Harbor
D6	03	Gather Intel from KPA	F7	08	Rendezvous with Major Strickland at the Rail Tunnel
E6	04	Destroy the Anti-Aircraft Units [Continued]			
F6	05	Sabotage the Jammer on the North Korean Cruiser			

Objective 01. Coordinate with Lieutenant Bradley at the Overlook



"For Christ's sake, give me some f—king help here! Where are the goddamned medics?!"

—Marine Trooper



ADVISORY

Ensure you complete the previous Mission (Relic) with a fully stocked Missile Launcher; this enables you to complete objectives much more easily.

OPTIMAL PATH



01A. An Explosive Run to the Overlook



VTOL immediately, as a massive explosion rocks the nearby grass. The wounded are being loaded onto the craft you disembarked from. Follow the Marine along the path. When you reach Waypoint 01, two huge explosions almost take you both out!



Plan 01:

Evading Explosions: After Psycho mouths off to Marine Trooper Johnson, the VTOL makes a rough landing in the middle of a hot zone. Exit the



Plan 02:

Evading Explosions: After disembarking from the VTOL, you can choose to ignore the Marine asking you to follow him and instead, drop down into the river



02. Move along the bank on either side to the waterfall.



ADVISORY

Help your progress by affixing the Flashlight to your weapon.

In addition, switch to Speed to cover and dodge more quickly.

The explosions, although fierce, don't damage you.



Continue along the winding path and into the makeshift overlook settlement. Pass a number of wounded Marines in the confusion of rumbling explosions, but

don't go to Lieutenant Bradley just yet. Instead, turn left and head south into a shack 02. Inside, grab any of the following items:

SCAR

SCAR ammo

Frag Grenades

DSG1 Sniper Rifle [with Precision Scope]

Sniper ammo



From the edge of the waterfall, plunge into the water below, or carefully drop down the rocky sides (completely missing the overlook objective, and failing it).

However, Strickland informs you of Objective 02, and you arrive at the edge of the main road [Waypoint 02] near to an incoming KPA LTV patrol. From here, you can go in three general directions: along the road, down onto the beach, or right, up the road.



You encountered Lieutenant Bradley!



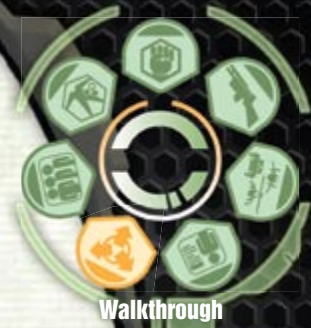
Objective 02. Destroy the Anti-Aircraft Units



"Osprey Command, our mission's gone to hell! Those jets are gonna get ripped apart if we don't take out those AAs!"

—Lieutenant Bradley

As you reach Lieutenant Bradley, he radios in to Major Strickland over at Osprey command, shouting above the flak and AA battery fire about their almost-impossible situation. The Major states, in no uncertain terms, that those AAs need to be destroyed. Psycho is staying to guard this area. Over to you, soldier!



Walkthrough

ASSAULT
Objective 02

Part 1: Heading to the Main Road



OPTIMAL PATH

02A. Securing the Hillside Road



Plan 01: Strong and Steady Takedowns: There are about six KPA soldiers that are in your immediate threat zone. Flipping to your Night Vision (NV) allows you to see them scurrying

out of the fernery from the cliff side and road below. Move about a third of the way down the hill road (Waypoint A1) and use the rocks on either side as cover.

As the foes attempt to run across to the scrub and bushes ahead and to your right, drop them with your favored weapon. Expect a few foes to remain hiding in this grassy area. Lob a couple of Grenades to flush them out, then slowly work your way through this area (P) and in a sidestepping, circular maneuver looking southwest. Drop foes and use the rocks and tree trunk as cover.



Next, ensure that no more foes are to your right, and then venture back onto the road toward the bottom of the hill (B3), where a boulder and the metal sign is.

Expect resistance in the area that is to the southeast, along the grassy verge between the main road and hill road. Mop up survivors, stalking foes while Cloaked and wiping this area clean.

Now you can travel down the main road to the east, turn south to the beach, or move southwest along the same main road toward the sentry gate.

APPROVED TACTICS



Plan 02: Roll Out the Barrel: An entertaining possibility is to stay at the ramshackle barricade at the top of the hill, pick up the various barrels, and roll them down the hill at the advancing troops. Then mop up the remaining foes after they're crushed.



Plan 03: Going Off-Road: Another route you can try is the rocky area right next to Lieutenant Bradley, where you can drop to a sniping position (at H) and begin

to pop foes appearing on the main road down and left, and the occasional KPA ascending the hillside road to your right. Back up and use the edge of the rock to absorb enemy fire. You can lob Grenades down here, too.

Plan 04:
Going Off-Road
2: Or, you can slide down the cliff to the left, or anywhere along the left side of the cliff road (B), and use a mixture of stealth and quick, focused gunfire bursts to slay KPA enemies on either side of you. Be careful: You may be overwhelmed.



OPTIMAL PATH



02B. Silent Running



toward the sentry gate (B1). Here you can locate some FY71 ammunition inside the sentry building. There's little else of use here.

Plan 02:
Sentry Gate Objects: If slamming a foe with a shopping cart is more your style, make use of the various objects around the sentry gate, such as the following:

- Shopping cart (in grass en route to the gate)
- Barrel (gate yard)
- Ammo crates (gate yard and inside sentry building)
- Pickup Truck (parked next to the building)
- Helmet (serves as a distraction)

Plan 03:
Other
Options: As always, there are many more plans to enact, depending on your situation. For example, you can do any of these actions as well:

- Destroy the gas tank in the yard adjacent to the building, ideally after coaxing foes from the main road to this location.
- Or, drive the Pickup Truck found at this location, or use it as cover.



Plan 01.1:
Sentry Gate and Cliff Walk: If you've cleared the immediate area of threats and no more appear on your Binoculars, move in a westerly direction

Use the Pickup Truck as a most entertaining blunt instrument of destruction; you can careen eastward along the main road toward the bridge AA (Part 3), knocking foes out of the way.

Or, you can drive the Pickup Truck forward through the metal signs and off the side of the cliff; line yourself up to fall into the roof of the beach hut below! It's spectacular and sure to strike fear into your foes!



Plan 01.2: If remaining stealthy and avoiding combat is your plan, continue by moving over the gate in a south-westerly direction, hugging the top of the cliff, and

ignoring the tunnel structure ahead, which is blocked. Peel off to the left, ignoring the beach hut (or, heading toward it if you want to secure a boat or investigate this area), and then head south (B2). Follow the in-game map's AA arrow.



Keep on the cliff edge and move south, but don't drop down onto the sands. Stay high up and run along the grass until it ends, and then clamber onto the edge of the cliff,

scrambling along to the humped top of this promontory. You can see two small islands, one on either side of the promontory, from this position (B3). If you didn't Cloak, expect machine gun fire from hostiles patrolling in Small Patrol Boats. Be careful you don't run out of bounds.

ADVISORY

Deal with these Small Patrol Boats in the same manner as you did during your island sortie. Use one of the following plans:

1. Make well-aimed Pistol shots at the gunner, then the driver.
2. Fire off rifle shots using your Iron Sight.
3. Try sniper shots, but be sure you're near cover.
4. Fire off a Missile if you're not having luck with the previous plans.

Now Cloak and continue southward along the "spine" of the promontory, through the undergrowth, to the sniper tower (B4). Make a well-aimed (and ideally silent) shot at the sniper, dropping him, and then move into the tower and climb up. You can now begin one of the following plans:

Part 4: 02H. Amazingly Quick Completion

Part 2: AA Battery Takedown: Peninsula.

Or, you can swim across the cove toward the bridge AA battery.





Plan 04: The Sweet Sniping Spot: As you're running along the edge of the top of the cliffs above the beach, you find a number of good cliff ledges to use as cover when

you snipe the gunners and drivers of the Small Patrol Boats down below.

OPTIONAL PATH



02C. Beachfront Battles



This route toward the beach and into the watery cove to either side of the two AA batteries is optional, and presents both advantages and disadvantages compared to the main road to the east and the cliff run to the west: You are unlikely to be surrounded and face fierce combat compared to the main road. This route offers a choice of attempting to destroy either AA Battery. However, the area is full of Small Patrol Boats that are vicious and dangerous (check out Path 02B for plans to attack them), and the water in the cove contains a number of floating mines.



Do not rampage through this cove, secure a boat, and then drive it without due care and attention; the KPA have placed lines of floating mines in this area (see the guide map). These can be destroyed by your Missile Launcher, but it is better to slow down and squeeze between them, or else avoid these areas of water completely (by driving around them, or else disembarking your boat and swimming).

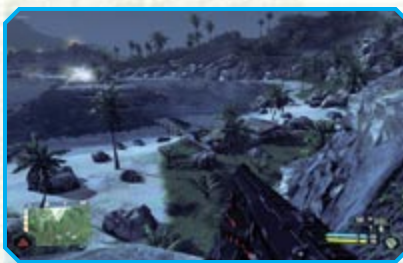


Attempt these beachfront attacks at one of the following points:

Y Just after you finish speaking to Lieutenant Bradley, Cloak and run off the cliff to the main road, and then down to the beach hut.

Y After you defeat the first wave of KPA on the hillside road (ignoring the ones on the main road).

Or, after the entire hillside area, then the main road, is clear and the foes arriving in the LTV to the east (see Part 3) are dealt with.



Plan 01: Cloaked Dispatches: This is by far your safest option,

especially if you want to quickly take a boat and flee, or are methodically clearing the entire area of foes. Begin at Waypoint 11 peering over the cliff by the main road. Slide down the cliff side to the beach while Cloaked. There's a dirt path to your left leading down to the beach and up to where the KPA park the LTV on the main road.

Step to the large beach rock 12 and hide behind it to recharge your Nanosuit. Wait, as a KPA Small Patrol Boat is coming in; look south to spot it. Three soldiers disembark and run up along the pathway toward the LTV. Try one of the following tactics:



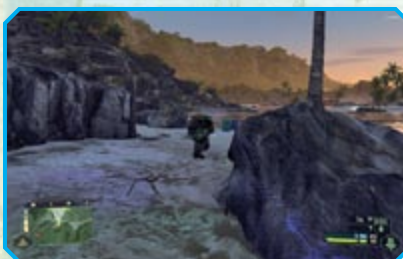
Ignore them as long as they don't see you, then continue toward the hut while Cloaked.

Ignore them, run to the Small Patrol Boat they jumped from, Strength Punch it into the water, then commandeer it.

Or, Cloak and follow the foes up the hill, dropping them one by one; this works well only if you've already defeated all the foes on the main road. Otherwise expect a fierce battle!



Firing on this three-man Small Patrol Boat crew can be problematic, as the enemies at the beach hut, and more farther along the beach to the west, come to investigate and swamp you.



Continue moving toward the beach hut, using the outcrop of boulders on the grassy sand as cover 13 and stay Cloaked. You can either run to the beach and commandeer the Small Patrol Boat moored here, or else secure the area. Step out and bring your Silenced weapon to bear on the head of a patrolling foe.



Walkthrough

ASSAULT Objective 02

Assuming you don't raise the alarm (that is, letting the foes shout and fire their weapons before they are dispatched), move around to the front

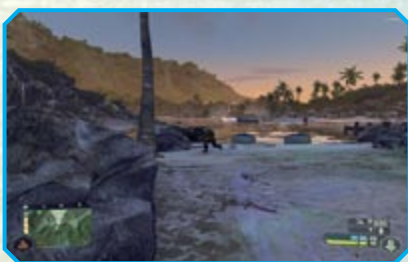


of the hut and step inside **C4** while Cloaked. Expect the other two foes to be milling around this area. Drop them quickly and silently. Explore the hut grounds. Two Missile launchers are on the ammo crate just outside the hut doorway. Grab one.



ADVISORY

Be sure to aim for the head of each enemy to ensure a quick takedown without raising the alarm.



Plan 02: Sentry Gate Descent:

Approaching the beach hut can also be attempted from anywhere along the cliff side, but also don't forget an

easier descent down the path that the KPA come up when they assault the hillside road **B**. Head to the bottom, turn west, and engage foes in a manner similar to Plan 01.

Plan 03: Other Hut Entry Points: Remember that there are other entry points from which you can maneuver into the hut grounds: the low metal walls on each side of the perimeter, or through the top of the hut roof (via a Strength Jump).

You can now plan your progress in a variety of directions, but watch for Small Patrol Boats in the cove to the south, and for foes above you, if you didn't completely clear the main road previously. Try proceeding in one of the following directions:



Toward the cliff side to the southwest.



Into the cove via one of the moored Small Patrol Boats.



Toward the southeast cove area by stealing a Small Patrol Boat.



Or, back up the path to the main road, and the LTV parking location.



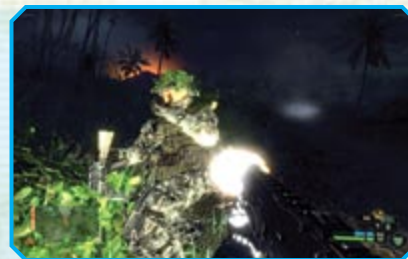
ADVISORY

As you have previous experience planning an attack on a beachfront shack before, you can also rely on the tactics you enjoyed when you were in the middle of Mission 01: Contact.



Plan 04: Strongman

Slaughter: If remaining half-invisible isn't your style, why not attempt a more forceful plan of attack? Drop down the cliff edge



overlooking the hut, and Strength Jump on top of the boulders in the sand, the hut roof, or the small metal roof of the storage area in the hut's grounds. You can bound down on foes and pummel them, or strafe the area with gunfire.

Then, you can enter the hut by smashing in the roof from above, or the walls from the perimeter or sides. You'll lose the element of surprise, and may find you're defending against another three KPA that appear to the west, having moored their Small Patrol Boat once the gunfire starts.

There are a number of objects that perform double duty as crushing weapons:

Ammo crates (two different sizes, all around)

Fishing boats (on the jetty, and near the first Small Patrol Boat)

Small Patrol Boats

Metal crab-catching crate (near the jetty)

Green trash containers (front of hut perimeter)

Bundles of wood (shoot to untie the bundle; in the hut yard)

Barrels (near the first Small Patrol Boat that arrives)



Plan 05: Grenades and Gunfire: Another interesting, but not altogether safe way of cleansing the area of foes is to remain on the cliff overlooking the hut and lob a couple of Grenades into the patrol route of the guards. When they attempt to flee, gun them down. This trick can also be used if you're on the ground near the huts, too.



APPROVED TACTICS



Plan 06: Here Comes the Sun:

If you're considering taking a Small Patrol Boat, it is recommended that you wait and survey the area, securing it but



staying on firm ground, until the day breaks. This way, you can maneuver through the cove more easily, as the ship mines can be easily seen during dawn.

From the Beach: Moving to Engage the AA Batteries



POINTER

Choose one of the following plans once the beach hut is secured, if you are attempting to reach an AA battery from this area.

Plan 07: Toward the Cliff Side to the Southwest: You can now move west along the beach, either using Speed or Cloak, and avoid or engage two or three possible foes (if you missed a few on the upper road area).



Plan 08: Into the Cove Via Boat: Or, you can clamber aboard one of the three boats on the beach (the best one is facing the cove, by the jetty). Engage Small Patrol Boats in the cove (or blast them using your favorite weapon before you board the craft), and then head around the first island.



Swing southward (right) and travel on the inside of the gap between the mine and the sniper tower peninsula. Jump to a small island or a small broken jetty near a moored Small Patrol Boat. Then run up the pathway toward the sniper tower and bring down the foe (or tag him from the island if you landed there).



Plan 09: Southeast Cove Area by Boat: Steal a Small Patrol Boat once the cove is relatively clear of patrols and pilot it in a northeasterly direction, along the cove edge

toward two possible beach landing points. Try to disembark at one of the following places:



The beach area below the gas station area.

This allows you to engage many more KPA soldiers in combat, and should be attempted if you crave more gunfire and takedowns. Attacking from this direction is covered in 02D. Optional Path (to come).



The beach area with the burnt-out AA Battery on it. This allows you a direct attack path to the bridge AA Battery, although you'll need to attack

some enemies. There is an empty Small Patrol Boat at the jetty here, which is perfect for attacking the peninsula AA Battery before or afterward.

The disembarking area under the bridge. Ignore the beach areas to your left and pass under the bridge, then head north and east to a small sandy area and a rocky path you can Strength Jump up to a tarmac road. You can aim a Missile at the bridge AA from here if you spin around to face northwest.



Or, you can land anywhere along the eastern cove. This allows you to attack either of the nearby AA batteries: the one with the fewest foes (the bridge

AA), or the one with Explosive Charges and Missile Launchers (the peninsula AA).

Plan 10: Back Up to the Main Road: Or, you can always retreat back up either path to the main road above the beach (if you're coming under heavy fire, for example), and begin advancing along the main road toward the gas station and bridge AA.



Walkthrough

ASSAULT
Objective 02



ADVISORY

Dealing with Mines

Ship mines should be maneuvered around, ideally after day breaks so you can see them. Or, you can destroy a mine with a Missile.



020. The Main Road Rampage



POINTER

This assumes (and we recommend) that you cleared the hillside area of foes, or you've avoided the hillside area completely, and you aren't in danger of being attacked from behind.



Plan 1: Road Rampage, Then LTV Carnage: When you've wiped out foes storming up from the beach, turn and look down the road. Two or three additional foes are likely to be hiding in the brush on the road's left side. Flush them out with Grenades, or use sneaky Cloaking and close-combat takedowns. Then walk along the left side of the road (B).



Continue moving in a northeast direction down the road and watch the LTV arrive and park near a path down to the beach hut (C). Strength

Jump up the left cliff area to a spot slightly above the road (D). This allows you to peer down, take cover, and then strafe the four (or so) foes milling around this area.



ADVISORY

Waypoint (D) is also the spot to leap to if you ignored the rendezvous with Lieutenant Bradley, and you're following the river to Waypoint (H).

Expect another three or four foes to approach from the road where it bends to the east, so keep your distance and drop foes with quick bursts of rifle fire. If you spot foes heading up from the beach path, remember there's an explosive barrel in the turnaround just before the spot where the LTV stops. Blow it up when the foes are near it or throw it into them.



When combat in this immediate area is finished, get into the LTV, turn it around, and drive northeast and then eastward along the road (B), with your turret at the ready.

You might wish to wait until dawn so that it is easier to spot any additional foes hiding against the rocky and tree-filled sides of the road.



There is no need to lay waste to all the foes: Just kill the few that are an immediate threat and that cause you to slow down. Keep up your speed and pass by the gas

station (A) to your right, optionally blowing up the pumps, as you're already a target for the KPA. Ignore and swerve around a second LTV, and drive onward toward the bridge AA.

**Plan 2: Alternate****Road Takedowns:**

Simply and competently running from cover to cover and letting the foes come forward to middle range before dropping them is a great tactic. However, there are other plans when you're engaging the foes near the LTV at (B). You also can do any of the following:



Stay on the cliff area and drop enemies with sniper shots.

Or, lob Grenades down, watching for foes to disperse and then shooting them with sniper or rapid shots.

Or, grab any of the items from up at the U.S. military blockade camp, optionally using them as cover, and throw them into foes.

Remember you can also rake the LTV with fire (or drop down to the area beyond the river and shoot the gas tank on the back of the vehicle) until it explodes, although it is better to commandeer the vehicle.

**Plan 3: Truck Luck:**

If your legs are getting tired, you can always hijack the Pickup Truck by the sentry gate (G) and drive it purposefully down the road to the



northeast, avoiding gunfire. Then you can do the following:

Get out at any time and use the Pickup as cover.

Park the Pickup near the LTV and easily commandeer the military vehicle easily.

Ram as many foes as you can while in the Pickup Truck.

Or ride the Pickup around the bend all the way to the gas station (A) at speed, stopping only to attempt to demolish the bridge AA.

OPTIONAL PATH



02C: Routes From the Main Road to Engage the Bridge AA Battery



Assuming you didn't attempt the safest route to the bridge [02C: Plan 1], choose one of these additional plans once the area near the LTV (near [P]) at the corner of the main road is secure.



Remember! The easiest way to complete the second objective, is to ignore the main road and gas station completely!



Plan 1: Off the Waterfall: Once the LTV area is secure, or even if it isn't, cross the road and leap into the river, then jump down the tumbling waterfall

that leads to the cove [P]. From here, attempt to secure the beach hut, or a Small Patrol Boat on the beach.

Plan 2: On Foot Toward the Gas Station (Left of Road):

If you have no vehicle, the on-foot combat to come is extremely difficult and frantic. There are three different patrols, and this coupled with the gloomy pre-dawn means you should only attempt this if you believe your combat skills are good enough. Begin by using the rocks and fernery, Cloak, and slowly and move along the road's left side.



It might be wiser to wait until dawn to continue this route. Or, use your Night Vision Goggles [I].

Where the road curves left slightly [P], expect enemies with Flashlight attachments to spot you, unless you're moving while Cloaked and hiding. Bring Silenced weapons out and tag foes (even the Silenced Pistol is a good plan) to avoid being swamped. There are additional foes in the



small wooded glade to your left. Venture down here, and prepare for a good 10- to

15-minute firefight as you roam the path [P]. Emerge across from the gas station [P] and either skirt around the second LTV, or engage the foes here, taking care to retreat back to areas you've secured to avoid the constant threat of being surrounded.



Use Smoke Grenades when you approach the gas station to run through in order to reach the cover that the gas station affords.



Plan 3: On Foot Toward the Gas Station (Right of Road): Another possible route to take is to slowly move along the rock and greenery to the right of the road [P], taking

down all the foes you can see, and then planning one of two routes:

Either continue along the road, backing up, using Smoke Grenades, and fearing for your life as you battle your way through heavy enemy forces toward the gas station.

Or, you can leap right, near the waterfall or as the road turns left slightly, and attempt to Sprint and Strength Jump up the rocky hill to the very top [P]. Carefully



watch your footing so you don't fall, and peer out while facing east, looking over the numerous boulders between the cove and the gas station. This is a perfect sniping spot for taking down the patrols to the right of the gas station as they roam the rocks.



Plan 4: Gas Station (Left of Road): If you took a trip through the woodlands [P], or parked the LTV near the left side of the road near the gas station, get out and use

the rocks on the left as cover [P]. Be careful of the machine gun nest in the front corner of the gas station courtyard. Lob Grenades, and optionally strike the gas pumps to destroy



Walkthrough

ASSAULT
Objective 02

the roof of the gas station. You can then try one of the following plans:

Quickly lob Smoke Grenades and run to the gas station store (B), where you can gather FY71 weapons. Switch to your Shotgun for close assaults and peek through the mechanic's garage area door and back door to blast foes coming up from the beach.

Or, leap up onto the rocky plateau opposite the gas station (B), taking cover and blasting foes that appear and mill around the station. There's little chance of being overrun, so pick off all foes you can see.

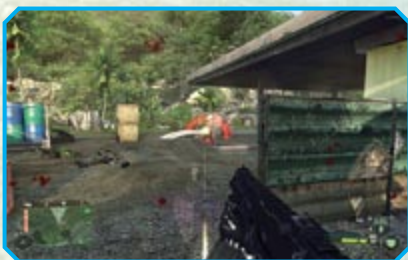
Or, you can grab the rusting washing machine and Strength Throw it into an enemy after using it to shield you from fire. Then take cover around the gas station.

You can also fire on the large gas canister at the gas station's east exit, but this is only necessary if foes are congregating there.



ADVISORY

Remember the layout of the gas station, and the recommended tactics you used when you assaulted the Village mission previously, and try some of them out here.



Plan 5: Gas Station

(Right of Road): If you're running and gunning along the right side of the road (B), you can either use the low metal fencing as cover (especially

from the machine gun nest), or the dotted plateau of rocks overlooking the cove beach on your right. As you reach the gas station courtyard, prepare to lob Grenades and combat foes with rapid rifle fire.

Or, you can Strength Jump onto the roof (before or after blowing up the gas pumps, depending on how much of an overhang you want to crawl on), and have a good, 360-degree view of the enemies. Assuming you already took down the squads along the main road, the majority of gunfire comes from the low wall overlooking the cove to the south.



You can also try some additional tactics in the gas station area:

Make a sweep of the remaining foes running around the maze of boulders and trees between the gas station and the cove beach to the south.

Jump to the mechanic's garage roof, then to the white metal container, inside which you can duck, and blast foes from here (but watch for Grenades!).

And at any time, you can bolt toward the bridge.



Plan 6: Object

Throwing: There are numerous objects to use as shields and hard projectiles while you're attempting to secure the gas station:

Rusting washing machine (edge of woods, left side of road when facing east)

Hand cart (side of garage)

Barrels (everywhere)

Green trash bins (rear of mechanic's garage)

Table saw (two in mechanic's garage)



Plan 7: Gas Station

(from Beach):

If you took the Small Patrol Boat to the beach or climbed over the rocky hill to the right of the main road, you end up



in a maze of footpaths, rocks, and trees going up to the rear of the gas station. Foes patrol this area, so employ Cloaking and slowly make your way through this zone to the low wall at the back of the gas station (B). From here, you can try any plan you like (see previous tactics), or run to the bridge.



Plan 8: Gas Station

(from Bridge):

If you've already secured the bridge area, and you want to tackle the squads in the gas station area, try climbing



the sniper tower and aiming at the foes from this high-up location. Or, you can quickly or stealthily move toward the gas station heading west, on the left or right sides, then engage in any of the previously described tactics.

CRYSTAL APPROVED TACTICS

The enemies entrenched behind the machine gun nests are a real pest, but your Precision Sniper Scope, plus the DSG1 Sniper Rifle or another rifle with this add-on equipped, is the best way to deal with any foes using sniper rifles or the nests.

Part 2: AA Battery Takedown: Bridge Area



ADVISORY

If you aren't interested in the **Amazingly Quick Completion** plan, and you're not using the **Small Patrol Boats**, it is safest to deal with the bridge AA first (and the KPA in this area), before moving to the peninsula AA with fewer foes. If you try this the other way around, expect fierce resistance at the burning bridge as you attempt to reach the bridge AA.



POINTER

AA batteries must be destroyed by either clamping **Explosive Charges** to their sides and detonating, or shooting **Missiles**.

Find **Explosive Charges** in the shack at the U.S. Military overlook, near Lieutenant Bradley.

Find **Missile launchers** in the yard of the beach hut.



POINTER

All of these takedowns and paths are optional, as the **Optimal Path** is to blast both AA batteries from the sniper tower location 02, near the peninsula.



02f. Bridge AA Takedown Locations



Plan 1: From the Gas Station and Main Road: The preferred strategy if you're approaching the bridge from the main road is to drive to the area where the road is blocked, just before

the bridge 01, using the LTV you hijacked earlier. Only about four KPA infantry men are in this area: The first two are on your left, near a shack next to the AA battery. However, if you approach from the road, watch out for the Helicopter with reinforcements. If you skip the gas station area and approach from another direction, you will likely encounter an LTV reinforcement instead.



Stay in your LTV and strafe both foes, backing up if a Grenade is thrown at you, and cut them down. Then train your machine gun turret on two foes stumbling from a burning wreckage on the bridge. Drop them as soon as you can. The area should now be without any enemies, save for the AA battery, and this vehicle won't attack you.



ADVISORY

You can drive the LTV over the bridge, along the road to **Objective 03**, and all the way into the docks if you wish!

You can also get out of the LTV at any time and strafe the two foes by the shack 02, and the other two on the bridge, while moving to a stack of ammo to claim **FY71** bullets. Then destroy the bridge AA at your discretion.



WARNING

If any of the foes man the machine gun nest in the middle of the road, be sure to tackle them first, usually with a well-placed **Grenade** and a rushing charge.



ADVISORY

Try grabbing a foe and throwing him off the side of the bridge for a spectacular and satisfying takedown!



Another option is to climb up to the top of the unmanned sniper tower, optionally claim the **DSG1** Sniper Rifle, and begin to tag the four foes from this safe area. You can then blast the

AA battery from here with a **Missile**, or better yet, affix **Explosive Charges** to the battery and use **Missiles** for the other AA battery.



Walkthrough

ASSAULT Objective 02

Now move across to the other side of the bridge with the burning vehicles on it, and make one of three decisions:

Head eastward, along the road to begin Objective 03.

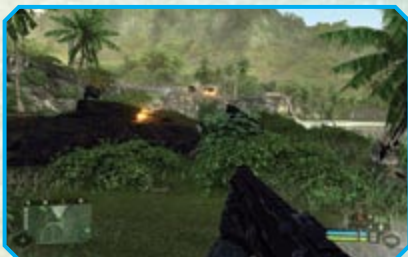
Head south along the edge of the cover to destroy the second AA battery, if you haven't already.

Or, you can choose another route to the harbor docks or Objective 03, or ignore Objective 03 completely.



POINTER

Plan 2 assumes you took a Small Patrol Boat and reached the jetty with a second Small Patrol Boat moored to it, near the burning remains of an AA battery the U.S. military previously destroyed.



Plan 2: From the Beach: Disembark, and move to the right of the burning AA vehicle (B); if you stray too far to the left, you encounter a wandering KPA patrol below the

gas station, and you should ignore them. Avoid the patrol and Strength Jump up the rocky side, all the way up to some sand crates and barriers (K)—the perfect spot for gunning down the four foes around here.

Plan 3: Other Takedown Spots: You can also deliver a blast to this AA battery with a ranged Missile shot, as long as you have a clear line of sight. Try it from one of the following locations (although there are more to choose from, too):



The top of the rocky hill, to the right of the main road heading east, overlooking the gas station and cove (B). Tricky.

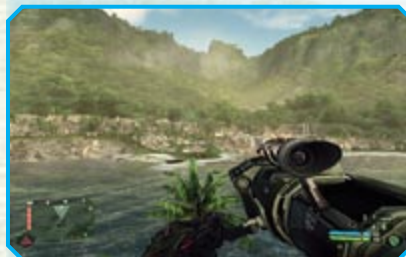


The eastern end of the bridge, looking across with the waterfalls on your right (K). Straight-forward.



Use the cables in the middle of the bridge's span and run up them to the top of the bridge, and aim from here (B). Straight-forward.

Various locations along the eastern beach of the cove, between the burning bridge and the peninsula AA battery, or the rocky edge of the peninsula (B). Tricky.



The island in the middle of the cove (P). Tricky.

The top of the sniper tower (H) overlooking the AA battery is the best spot (if you can aim precisely) for defeating both AA batteries as quickly as possible, though. Straight-forward.



Part 3: AA Battery Takedown: Peninsula



Walkthrough

Plan 2: From the Eastern Cove Beach: If you're moving from the burning bridge or you're crossing the cove: reach the turnaround dirt road (G2), get out of the Small Patrol Boat if you're in one, and turn south. Advance slowly along the dirt road until you spot a three-man recon team.



WARNING

If you're traveling across the cove by Small Patrol Boat, especially from the north jetty to the south one by the peninsula, it is wiser to moor your boat at (G2) rather than at the peninsula, or you'll be attacked from behind by the recon team.

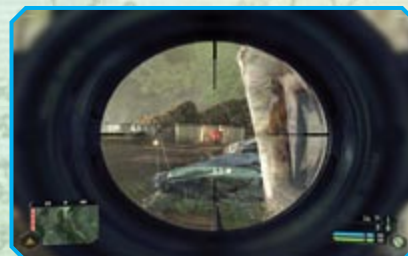


Defeat the recon team. This can be achieved in a variety of ways, such as:

- 👍 Simple, well-aimed rifle bursts as you advance.
- 👍 Firing Cloaked from the ruined building to your left (G4).
- 👍 Sniping from the brush to your left, at long range.
- 👍 Or, shoving rusting ovens and other debris at your foes.
- 👍 Or, drive a LTV (take one parked at the east end of the bridge) down here to lay waste to all the foes.

Stay in this immediate area so the heavily armed peninsula troops aren't aware of your presence.

Now move and engage the first three of the peninsula special forces troops guarding the AA battery. This can be achieved in a variety of ways similar to tackling



the recon team described previously. A preferred way is to crouch on the rocks just south of the ruined shack (G4) and plug all three with DSG1 Sniper Rifle fire. Then nimbly reach the parked LTV under the shack (G5).

OPTIONAL PATH



02G. Peninsula AA Takedowns



Plan 1: From the Sniper Tower: Seize the tower overlooking the peninsula (G4). You can ignore the foes guarding the AA battery, and simply make a careful Missile aim at the AA battery. Make sure you don't accidentally hit the shack in front of it. Ignore the remaining foes and use the Small Patrol Boat moored to your right



(south; G1) to travel toward the burning bridge, if this AA battery hasn't been struck.



POINTER

Aiming at both AA batteries from the tower is the **Amazingly Quick Completion** path, but it means missing Objective 03.

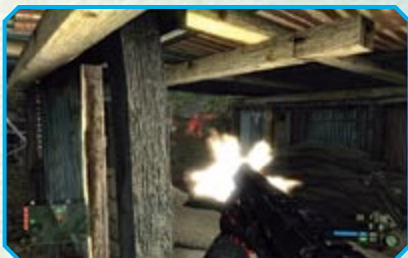


ADVISORY

You can also turn the sniper tower search light on, which allows you to easily spot the mines in the water below if you're using the Small Patrol Boat in the darkness.

You can now take out a Missile launcher and explode the AA battery from here without any problems, ignoring the remaining

foes. Then either double back to the dirt road, or head down the gap to the beach on your left (B) toward an unexplored area, circumventing Objective 03. Expect some enemy fire from the peninsula no matter which way you go.



Or, you can secure the peninsula entirely. Try one of the following plans:

👍 Run along the right side of the peninsula entrance (B), locating four of the six remaining troops, and flushing them out of their nests with Grenades, then strafing them as they flee. Use the nests as cover, then destroy the remaining foes near and behind the AA battery.

👍 Or, you can Cloak and tag the foes by the nest from the rocks or the LTV under the shack's roof (B), slowly advancing.

👍 Or, you can Cloak and quietly move up and over the right side of the peninsula to the radar mast (B), then double back and attack the foes from behind, facing southeast.

Y Or, you can go nuts, lobbing Grenades, barrels, and shooting while bounding on and off the shack roofs and the AA battery itself, in a flurry of Strength-based attacks and maneuvers.

Then destroy the AA battery; save your Missiles by grabbing the two Explosive Charges on the ammo crates at the western end of the peninsula and using one on the AA battery.



POINTER

These AA batteries are reinforced, so don't expect Grenades, rifle fire, or Strength Punching to damage them. Use Explosive Charges or Missiles.



ADVISORY

If this firefight turns in the KPA's favor, use the Small Patrol Boat moored on the small jetty, and a LTV nearby, as escape vehicles.



Plan 3: From the South

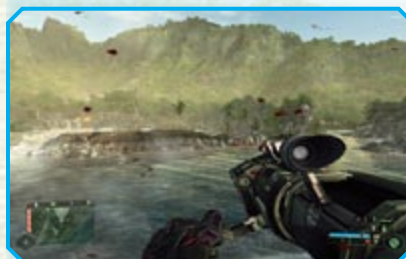
West Island: Use this tactic if you're approaching from the sniper tower on the south side of the cove, but don't have enough Missiles to



destroy the AA battery. Begin by heading across the mine-filled water to the rocky edge of the peninsula (B), leaping off the boat, and Strength or Speed Jumping to the machine gun shacks. Then use the preferred tactics shown in Plan 2 (previously) to dominate the six-man special forces team in this dugout.



Plan 3: Other Takedown Spots: Just like the bridge AA, you don't necessarily have to be close to the target to defeat it. Try shooting Missiles from the following locations:



From the small, uninhabited island southwest of the peninsula (B). Straightforward.

From the edge of the large, uninhabited island southeast of the peninsula (B). Straightforward.



From the top of the burning bridge, or the edge of the rock the bridge is built on (B). Tricky.



POINTER

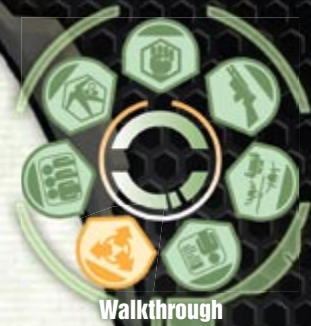
As soon as both AA batteries are destroyed, you're informed there is a third one on the docks (your in-game map shows it). You should now decide whether to head for the docks, or Objective 03 (which is the optimal plan). Make sure you pick up any explosives and Missile launchers near the AA batteries. You'll need as much as you can carry.

Objective 03. Gather Intel from KPA Comm. Trailer



"Nomad, I spotted a KPA comm. trailer near some shacks; check it for intel on enemy emplacements."

—Psycho



Walkthrough

ASSAULT
Objective 03



OPTIMAL PATH

03A. A Stealthy Surprise



Plan 01: Cloaking, Not Carnage:

After you hear that a KPA trailer could provide some much-needed intel, go along the main road (A1) or the dirt road to the right side of it, in a roughly southeasterly direction, until you see a blockade, some of which is burning. Switch to Cloak and move east into the dirt path and woodland area (A2).



Drop to a prone position and regain your energy, then activate Cloak again. When you reach the gap in the brush (A3), you can stroll on into the compound of shacks, turn southwest, then quickly step into the closest corner of a small metal shed (A4) to regain your energy.



Cloak again, step out of the small shed, and walk down the main dirt path. Guards are on either side of you, but you shouldn't disturb them. Head south and look for the wooden hut ahead and to the left with the suspicious generator in front of it. Move through the door on the building's right side (A5), if you're facing south.

Drop to a prone position and regain your energy, then activate Cloak again. When you reach the gap in the brush (A3), you can stroll on into the compound of shacks, turn southwest, then quickly step into the closest corner of a small metal shed (A4) to regain your energy.

Cloak again, step out of the small shed, and walk down the main dirt path. Guards are on either side of you, but you shouldn't disturb them. Head south and look for the wooden hut ahead and to the left with the suspicious generator in front of it. Move through the door on the building's right side (A5), if you're facing south.

...CONTINUED

Drop to a crawl (Z) as you enter to avoid being detected by the eight foes patrolling this area, then download the munitions data that Bradley requested.



When this is complete, your objective is over, and you should try to escape this settlement. Cloak, exit the way you came in, and turn immediately left. Then walk to the low outer fence and hop over (A6). Hug the fence, replenish your energy, then Cloak and walk southwest, up the road toward the dockyard (A7) without firing a single shot!



POINTER

You should now continue with **Objective 04: Destroy the Anti-Aircraft Units (Continued)** to remove the third and final AA unit in the harbor docks.



Plan 02: Other Routes: There are dozens of variations to this route that you can figure out. One of the best ones is to keep to the eastern part of the woods before you enter

the settlement, then follow the rocky ledge around to the tomato patch at the back of the area (A8). Then drop down and circle around to the generator shack.

Plan 03: Silent and Violent: Naturally, you can follow these routes, but look for enemies using your Binoculars from a vantage point before you enter the settlement. Then sneak up behind foes and tag them with silenced pistol shots. See how many you can shoot before the remaining foes spot you and combat becomes frantic!

**WARNING**

An enemy Helicopter circles the area. Take it out quickly with your Missile Launcher, or you'll have to deal with more foes as you retrieve the downloadable data.

**03B. A More Frantic Firefight**

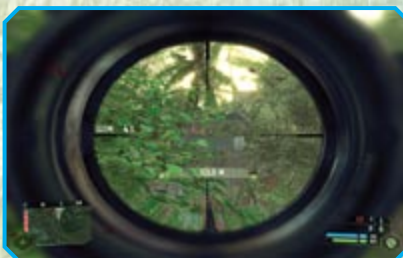
Plan 01:
Sniping, then Slaying 1: Move down the road, either in a vehicle or on foot, and when you reach the barricade, instead of entering the

woods to your left, Strength Jump up the rocks to a small trail on your right (A1). When you reach the end, turn and bring out your Binoculars to scan the area below.

Tag as many foes as you wish using the Precision Sniper Scope and your favorite rifle, remaining on this upper area and retreating if foes start to strike you. Be sure to remain on this path and look to the south sniper tower; bring down the sniper with a few well-placed shots.

**ADVISORY**

Or, you can blast the entire tower with a Missile or two, although this tends to wake up any nearby enemies!



At any point after you kill the sniper, you can rampage through the rest of the settlement, coaxing foes away from the machine gun nest in the middle of the settlement

by the road. Then lead them toward the LTV and gas tank that you can shoot, near the small patch of tomato plants (A10).



western exterior near the boat shack (A1), after hearing the gunfire. Tackle them first, so they don't swarm you.



Switch to a Shotgun if one becomes available, and use a mixture of Armor and Speed (or Cloak for additional enemy confusion) to maneuver

toward the large tree behind the machine gun nest (A12). Then sprint toward the generator shack (A5) and download the munitions data. Do this only after you've swept the area and find no more foes here.



Plan 02:
Sniping, then Slaying 2: This next plan is essentially the same as Plan 01, but the starting point is different. Head into the woods, as if you were planning the Cloaked infiltration of this settlement, but head to the rocky outcrop (A1) overlooking the area. Snipe the sniper in the tower, locate your enemies with your Binoculars, and then begin to drop down and blast away.



Plan 03:
Sniping, then Slaying 3: You can even sneak (whether Cloaked or not) all the way around the back of the settlement from the woods, then Strength Jump



to this rocky outcrop (A1) to begin your merciless takedown plans. The target building is right in front of you.

**03C. Other (More Chaotic) Plans**

Plan 01:
Throw-Down Takedowns: The lethal objects you can hurl at retaliating enemies during a Strength-filled romp through this settlement

are too numerous to list, but the following are definitely worth attempting:

- Chickens
- Outboard motors
- Barrels
- Spades
- Wheelbarrows
- Green trash bins
- Bundle of wood beams (shoot to dismantle the bundle)
- Sacks of Rice
- Explosive gas canisters (one at side of hut near LTV, the other in back shed)
- Table saws
- Tires

While you're using these objects, make sure you're blasting foes with a Shotgun, leaping onto and around the roofs, Strength Punching walls into enemies, and the usual, ultra-violent takedowns you perfected in past missions.



POINTER

Remember to pick up the Missile Launcher inside the large garage hut at the back of the settlement. Save the Missiles for the final AA battery.



Plan 02: Drive By: If speed is more important than gun fighting, stay in an LTV as you

reach the burning barricade, then drive left and around it, past the machine gun nest. Swerve left, drive past the tree, and park outside the generator shack. Once the objective is met, sprint to the LTV parked south end of the road and escape.



Plan 03: Sniper

Tower Sneaking:

Of course, you can always commandeer the sniper tower, either by sneaking in from the tomato field to the south, or by Cloaking and sneaking around the perimeter fence. Deal with the foe after you climb to the top, then use the metal sides as cover and blast all the foes from this position.



Walkthrough

ASSAULT
Objective 04

Objective 04: Destroy the Anti-Aircraft Units (Continued)



"I'll be your eyes in the sky, tracking your movements as you clean up!"

—Major Strickland



POINTER

Due to the sheer number of enemies and places to hide, it is impossible to provide every possible strategy permutation. However, the following information shows some of the best ways to find and destroy the last AA battery, and tackle the foes in the dock area.

run down there, and either continue toward the beach **A2**, or else run across the tomato field and expect to engage a three-man KPA recon team. Bring them down easily.

If you engage the Recon team, keep heading in a roughly southwest direction, to the right of two massive silos marked "Schindler." You can Cloak to completely nullify your chances of being spotted. Whether you're running along the beach or not, you should move to



04A. A Break in the Fence



Plan 01: The Preferred Route: Take this route if you've just finished Objective 03. Move up the road, heading south until you spot a dirt road on your right **A1**. Peel off and

a rough dirt path leading to a break in the dock's perimeter wall (B). You should be facing due south, looking at a gigantic crane at this point.

Cloak and squeeze through the gap in the fence, watching out so you don't bump into KPA foes scattered throughout this area. Simply run and turn left, then Strength Jump onto the large pallet filled with burlap sacks (H). Before any nearby foes can react, launch a Missile at the turret of the last AA battery, which is just right of the blue container with the hole in it. The objective is now complete; you should drop down into the sewer right next to you if you wish to continue the Optimal Path (see Objective 05).



Plan 02: The Beach to Warehouse Roof Route: If you're approaching from the peninsula where you destroyed the AA battery earlier in Objective 02,

and you're maneuvering around the southeast island (B), or if you moved to the beach after completing Objective 03, continue around until you reach the ocean end of the first dock. Use sniped shots on any Small Patrol Boats, then swim along to the ladder below a large warehouse (B).



Climb up the ladder, and Cloak yourself immediately. Turn right, and move along the base of the warehouse to the corner. A machine gun nest is nearby, but don't attract attention,

as there are at least eight guards to fight if combat begins. Instead, locate the yellow ladder around the corner and climb it (B) to the very top of the warehouse.

From here, you can move north, and look eastward, toward the giant crane (which is where Psycho is sitting and providing covering fire). Bring your Missile Launcher out and aim it at the final AA battery, just right of the half-destroyed blue container.



WARNING

Don't stand on the glass roof area, as foes tend to shoot up at you and you'll fall through the glass. Of course, this is an option to escape, too!

Plan 03: Other Beach Routes: Here are some other entertaining methods of destroying the last AA battery when approaching from the beach:

Hand icon: Climb to the top of the rocky island just northwest of the docks (B) and make a very precise Missile firing, as shown. This is the last part of the **Amazingly Quick Completion** plan.



Hand icon: Move to the corner of the docks, locating a concrete generator hut near a large pipe that runs toward the silos. Strength Jump up and onto this hut's roof. Then step onto the corner of the giant pipe (B) and fire a Missile at the AA battery from here.



Hand icon: Or, you can leap the fence just below the concrete generator hut, after firing at the window in the side of the dock warehouse. Then Strength Jump into the window to land

on an upper floor of the warehouse (B). Quickly run right to the yellow ladder and climb to the warehouse roof, where Plan 02 also leads you.



Hand icon: Another excellent route is to follow the plan for entering the docks shown in Plan 01, but instead of heading through the gap in the wall, Strength Jump to

the base of the two silos. Then face south and jump over the barbed-wire fence when you're between both towers (B). Land on the canister container, then Strength Jump again to the green container, and fire a Missile at the AA battery from here.

Or, swim along the base of the dockside, passing the ladder at [B], then swimming around to the dock where the large cruiser is moored. Continue to swim to one of two places:



The sewer outflow hole [B]: Swim in and all the way to an exit adjacent to Waypoint [B]. You can now complete Plan 01.

Or, you can reach the ladder on your left dockside, climb up it, then Sprint between the dockside and the concrete wall on your left. When you reach a collection of barrels and coiled wire spools [B], Strength Jump onto the wall. You're right next to the AA battery.



ADVISORY

By now, you should have realized there is a small sewer system running underneath the docks. This is useful for escaping and stealthy hit-and-run tactics. Look for the small hut at the foot of the two silos, which has a map inside showing the two sewer tunnels. Check out 04C for more sewer-based tactics.

OPTIONAL PATH



04B. Entering Via the Main Road



POINTER

These routes allow you easier access to Warehouse 1, which contains the munitions you located in Objective 03. These munitions include Explosive Charges, which are vital for destroying the last AA battery if you have no Missiles left.



Plan 01: Main Entrance Mayhem (On Foot): You can approach the main entrance gate from a variety of directions, and you must prepare for combat with about six KPA foes,

including some heavily armored Special Forces troops. The first (and preferred) plan is to keep to the left and the grassy rocks as you leave Objective 03. Stay above the road and stop at one of the rocks [B]. Pull out your DSG1 Sniper Rifle and bring down a couple of foes.



Keep a constant look out to your right (southwest) for a three-man Recon team

moving about the rocky undergrowth and plantation area. But long-range sniping is your key to victory. Edge forward if you wish, then rush to the foot of the billboard [B], using the metal road barrier as cover. Finally, Sprint to the sand crates [B] if you need additional cover. Use Smoke Grenades to flummox the foes at the machine gun nest.



Plan 02: Other Entrance

Plans: As you'd expect, there's a whole bunch of other plans to try, such as moving into the tomato plantation, blasting the

recon team in here, then carefully moving southeast to the promontory looking over the parking lot [B]. Start combat from here with a Grenade or two.

You could also Cloak or Speed Sprint all the way to [B] and then climb the sand crates, or Strength Jump atop the sentry building. Rake the ground through the gap to your right with rifle and Grenade fire. Or, you could Strength Jump over the barbed-wire perimeter wall and attack the foes from behind.



Another sound plan is to maneuver toward the gap in the wall, as detailed in the previous tactic, but instead of moving through it, head along the inside of the perimeter

wall at the base of the silos. Then step through the gap in the fencing [at [B]], turn north, and defeat the foes from behind.

Plan 03: Main Entrance Mayhem (in LTV):

Similar to Plan 01, but this one involves a vehicle. You can ignore all pretences of subtlety and drive down the road with the turret blazing, or head straight through the gate. Stop to strafe any foes in your way. Optionally, get out and use the vehicle as cover to finish off stragglers.



Walkthrough

ASSAULT Objective 04



Plan 04:

Main Road Drive: Another feasible plan is to drive along the road, but instead of heading to the gate, move southeast along the main road. You can do this in or out of a vehicle. Look to the right as you head south and stop at the chain-link fence. Jump over it (B) near the water tower and sewer entrance, and double back to the warehouse (northeast), or sneak into the rear of Warehouse 2, or into the sewers.



POINTER

Attempt Plan 05 after one of the previous plans is successful. The northeast warehouse only needs to be entered if you need Explosive Charges to demolish the last AA battery, or you want to clear the entire area of foes.



Plan 05: Securing Warehouse Northeast: The first plan of attack is to move toward the warehouse, either past the wrecked KPA chopper, or via the eastern perimeter, to choose an entrance. There are four:



01. Dockside:

The large garage hangar doors are open and overlooking the dockside (B). Expect a large resistance from foes guarding the AA battery nearby;

only head in here using Cloak, unless you want a large-scale firefight.

02. Rear Hangar Door:

The large rolling doors (which can't be moved) to the rear of the building (B) are a better bet. Skulk in after tagging a couple of patrolling foes



when you skirt the eastern rear of the docks. Once inside, you can run to the ground entrance, or use the stacks to Strength Jump up and onto the balcony.



03. The Office Window:

This is also at the rear of the building on the eastern perimeter. Run to the stack of cylinders in metal housings, then leap onto the awning overhang

(B) and shoot two guards through the window before ducking and scrambling into the ransacked office. Stay here and wait to slay two more guards.



04. The Roof:

Accessed from the same stack of cylinders in metal housings, instead of jumping to the office window, turn south and leap to the roof overhang

(B), then up onto the roof. You can now enter the warehouse via the attic doorway. Be sure you tag the foe manning the machine gun overlooking the docks below.



Combat inside the warehouse is frantic. There are about 12 foes inside, and whether you're tackling them from the ground floor or the attic, employ the same

technique: Use a Shotgun for immediate and close-quarters slaying.

Lob Grenades into the bunched-up enemies, and Strength Throw metal containers, lockers, and other deadly objects to bowl over a few foes at a time. Stop when you've cleared the warehouse. Descend back to the ground floor's weapons munitions. Stock up on Explosive Charges, Missile Launchers, Shotguns and ammo, FV71s and ammo, and incendiary ammo, which inflicts more damage.



ADVISORY

If you need additional ammunition in the combat to come, remember to return here then, and again before you complete this mission.

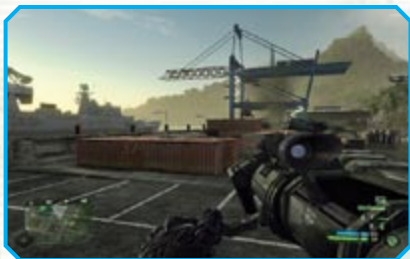


Plan 06: AA Battery Takedown Spots: When the warehouse is secured, it is time to demolish the final AA battery, which can be attempted from a couple of reasonable locations.



The Warehouse Roof:

This is an excellent sniping spot (B) that offers a great view of the AA battery when facing west. Simply fire off a Missile. Straight-forward.



Between the Warehouses: Or, you can run along the loading concrete ramp area festooned with cable rolls and pallets, and hop on a stack of burlap sacks at

the end **012** to gain a enough height to spot the AA battery, and then fire. Straightforward.

Naturally, you can also attempt some dockside battling (and container hiding) to reach the AA battery, before placing an Explosive Charge or firing a Missile.

From the Southeast Warehouse: Employ a vehicle and drive along the eastern road, heading south. Drive all the way to the parking lot and train track gate **013**.



Strength Jump over the gate, and use the cylinder containers between both warehouses to reach the roof of the southeast warehouse. Then fire the Missile at the AA to your northwest. You're now very close to the next objective (the jammer in the cruiser).

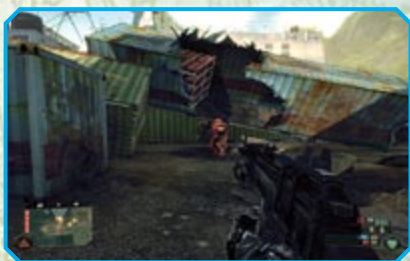


Make sure you blow up the final AA battery from any of the multiple locations shown previously. The Dockside Battle Tactics detailed next are general plans to use throughout the two dock bays, and are mainly used during Objectives 04 and 05.

OPTIONAL PATH



04C. Dockside Battle Tactics

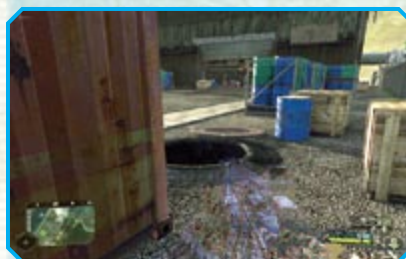


consider defeating during your march to secure this harbor. Here are some plans to use:

01. Keep Moving: Staying stationary if you aren't using Cloak means you're an easy target; sidestep in between, around, and through the many containers, and use them as cover.

02. Keep Firing: Ideally, use the Shotgun (more ammo can be found in the northeast warehouse) because this weapon deals with even the Special Forces foes with one shot, which means you aren't getting bogged down in firefights.

03. Flip Through Your Powers: Mix up your Nanosuit powers, using Speed to maneuver and outflank foes, and Strength to leap across all the containers, around or above the train carriages, into and out of wrecked containers, and descend down on enemies while blasting them.



04. Use the Sewer: Check the map and learn the different areas of sewers where you can hide, use stealth, or Strength Jump up and surprise a group of foes. The metal sewer lid is

also an excellent, reusable throwing weapon.

05. Try a Vehicle: If you cruise the eastern perimeter of the harbor, you can reach the dotted clusters of foes and use the machine gun to defeat them. Otherwise, vehicles aren't the best choice due to the multitude of rubble and obstacles.

06. Esoteric Tactics: Try shooting the dangling container from the crane near the cruiser so it falls and lands on the enemy troops.

Attempt to Strength Jump and run on the large cable drums scattered around, and accelerate to crash them into foes, while using them as cover at the same time.

Also try maintaining your Cloak or stealth while in a sewer, and when you climb up, punch or fire at the foes standing directly over the exit.

07. Sniping Points: The warehouse and office roofs all provide outstanding sniping spots. The difficulty of ascending the crane means it isn't quite as useful a structure to leap around.



Walkthrough

ASSAULT
Objective 04

Objective 05: Sabotage the Jammer on the North Korean Cruiser



"Nomad, find a way to bring down that array! Air support can't hit that cruiser until you do!"

—Psycho



POINTER

Employ the general tactics, detailed in previously 04C, when dealing with foes in this area. As soon as the last AA battery is defeated, Psycho requests that you deactivate the jammer inside the KPA cruiser. The following information shows the various routes to the jammer on the cruiser.

OPTIMAL PATH



05A. Dive, Dive, Dive!



gap in the wall, drop into the nearby sewer hole. Turn west, and swim down this tunnel, then travel south, east, and south.



other side. Either take the ladder (A2) or Strength Jump up and onto the dockside.

You can now decide to seek cover and begin to defeat the cluster of foes on this dock area, some of whom are near a sand crate emplacement with multiple Missile launchers (A3). Or, you can spin around to face the cruiser and Strength Jump onto the helipad (A4). You should now attempt one of the on-deck plans to reach the jammer inside the ship.



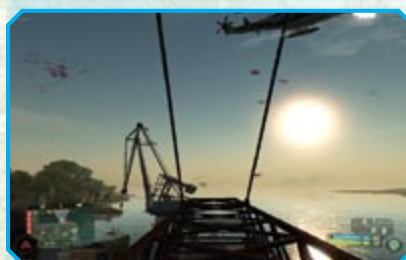
Plan 01: Water-Based Route 1: Reaching the cruiser deck is tricky, but the most cunning method of heading there is via the sewers. If you took down the AA battery near the

Exit into the water [at Waypoint (A1)], and continue underwater, swimming south. Dive under the bottom of the cruiser to avoid being spotted, and emerge on the

OPTIONAL PATH



05A. Jump, Jump, Jump!



plans is to Strength Jump and ascend the large crane on the northern dock, then run and leap off it [at (A5)]. You can almost reach the cruiser from here, but dive under and move to Waypoint (A2).

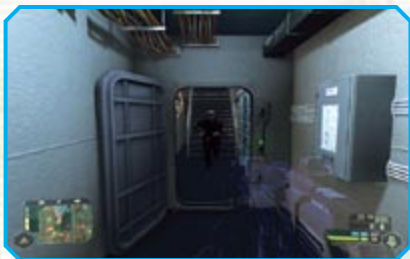
Plan 03: The Methodical Route: If you are concerned about running out of ammunition, you should move to destroy the AA battery, clear the warehouse in the northeast of foes, gather more ammo, and work your way south and west to the sand crate emplacement (A3).



ADVISORY

Be sure you have a Missile Launcher at hand as you reach the cruiser, as a KPA Helicopter appears around this time. Use containers or the helipad for extra maneuvering, and fire two Missiles to down it.

Plan 04: Leaping Locations: You don't have to use the ladder and dive under the cruiser to reach the deck. Here are some other ways to board the ship:

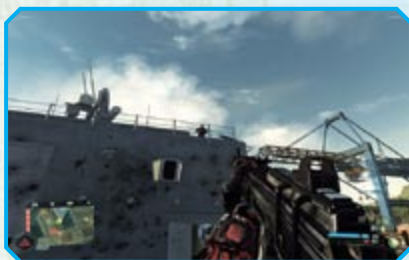


From the Dock: Stand in front of the warehouse, and run west (W), Strength Jumping over the water, and onto the helipad area of the ship. From here, or after

you complete Plan 01, you can head up through the open doorway on the right, heading west (W), staying inside and methodically blasting the eight Special Forces troopers aboard. Or, you can leap on the window above the doorway, onto the radar roof, take down the machine gunner, and then drop down into the jammer room entrance (E).

From the Container

Yard: Climb the containers scattered about the container yard and leap from the blue container nearest the ship (B). Then immediately seek cover in the jammer room entrance (E).



From a Small Patrol Boat:

Or, you can pull up beside the cruiser at the end of the southern dock (B) and leap into the water, Dolphin Jump and land on top of the Small Patrol Boat, and then Strength Jump onto the prow of the vessel. Keep right and tackle all foes on board with Shotgun fire and Grenades, or lay smoke and dash to the jammer room entrance (E).



WARNING

Dashing into the room with the jammer inside is dangerous, as there is no way out. If you try this, keep firing from the rear of the room, sidestepping so the metal ship walls catch incoming fire. Or better yet, clear the deck of foes, first!

After you've decided which plan to employ, execute it and run into the scanner room. Use the computer in the military suitcase. The jammer is off! You can now call in an air strike!



POINTER

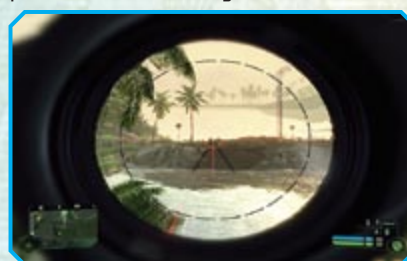
This is an optional route that begins at the sniper tower near the peninsula.



Plan 01: Finish in Five Minutes: Move to the sniper tower (B) and bring out a Missile Launcher. Look to the east from the top of the tower to find one of the AAs a

little south of true east, to the right of another sniper tower. Carefully aim your first Missile at the AA. Fire just below the radar dish of the AA, but not at the base of the vehicle, or else your Missile explodes before striking it.

That's one down, without the need to engage the dozens of enemies on that side of the bay! Now turn and face south, overlooking the muddy base with the second AA.



Shoot the next Missile into it and then drop from the tower.



Run west (or return to the beach hut in the cove for another Missile launcher), and board a Small Patrol Boat. Pilot it southward to the large island with the smaller rocky

island adjacent to it. Step out and climb to the top of the island using Strength Jumps, or run around to the south side of the island. Use ranged rifle fire to dispatch any boats patrolling nearby.



Walkthrough

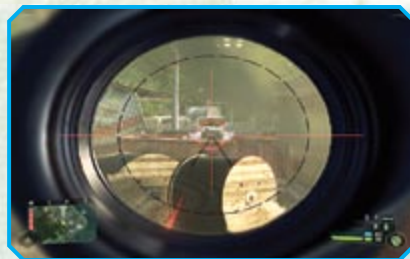
ASSAULT Objective 05

OPTIONAL PATH



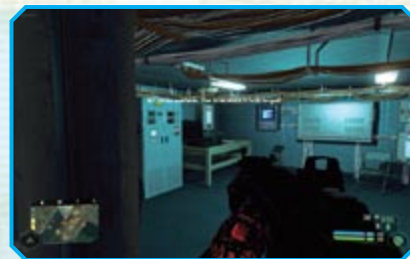
05B. Amazingly Quick Completion

At the top of the island, or on higher ground up from the beach, where you have an unobstructed view of the crane



yard portion of the harbor, fire a single Missile at the AA between the two stacks of containers. Ignore all optional objectives! After this last AA has exploded, head into your Small Patrol Boat.

Travel around to the dock between the crane and cruiser. After Psycho requests that you deactivate the ship's transmitting array, Strength Jump onto the harbor, ignoring gunfire, Strength Jump over and down to the doorway, deactivate the array, then jump back into the water. Do this quickly before the arbor foes blast you. Then Cloak and swim, or pilot the Small Patrol Boat away from the gunfire and target the cruiser for the bombing!



Objective 06: Paint Target for Air Strike



That's it! Air defense clear! Now paint that cruiser with your target laser and enjoy the fireworks!

—Major Strickland



ADVISORY

Secure a full Missile Launcher (from the warehouse or the emplacement near the cruiser) before starting this objective.



05A. Painting from the Rooftop



Plan 01: From the Docks: When Strickland radios in, you need to head off the cruiser and tag it with your Binoculars. The usual plan

is to leap southward, onto the dock, finding a hiding spot if foes are still firing on you, and then using your Binoculars (B) and pressing 1.

You acquired the Air Strike!

Plan 02: From the Dock: You can also leap northward into the water, then surface and target the ship with your Binoculars. Escape with Strength Jumps or head to the sewer entrance in the base of the east dock water wall.



Plan 03: From the Roof:

The best plan, which allows you a great vantage point and an easy spot to take down the enemy KPA Helicopter, is the southeast warehouse. Strength Jump up onto the radar roof of the ship (01), onto the helipad, then off to the cylinder containers between the warehouses (02). Strength Jump up onto the roof with your Missiles at the ready and shoot down the roving chopper.



ADVISORY

Another spot to blast the chopper from is the sand crates and emplacement with all the Missiles stored nearby.

Objective 07: Secure the Harbor



ADVISORY

It is wise to secure either the emplacement where the Missiles are, or the warehouse before starting this objective.



07A. Missiles and Running

"Cruiser's down! Helluva job, Nomad!"
—Major Strickland



Heavy VTOLs are en route to your location, and you must hold off the KPA air units until they arrive. Your foes are two KPA Helicopters

coming in from the northeast. As always, firing two Missiles into each chopper removes their threat. Seek cover when the chopper's machine guns are firing and blow them up with a well-aimed or locked Missile as the chopper makes a stationary turn. Use the roof or the Missile-filled emplacement.



Walkthrough

ASSAULT
Objective 08

Objective 08: Rendezvous with Major Strickland at the Rail Tunnel

"Gentlemen, my hat's off to you. The harbor is ours! Now let's give General Kyong a warm Idaho welcome!"

—Major Strickland



08A. Railing Against Kyong



After both KPA Helicopters are downed, the Major radios in for you to meet the VTOLs, which have dropped off a couple of Tanks, at the entrance to a rail tunnel, which is currently blocked. Simply move to the rail lines and either press the green lock on the right of the gate, or Strength Jump over the gate and Sprint to the tanks. While Psycho is given other duties, you're ordered to lead a Tank detachment toward Kyong's main base! Enter the Tank and begin your next mission!



 You acquired the U.S. Military Tank!

 You encountered Major Strickland!



STAGE 05: ONSLAUGHT

STRATEGIC MAP AND OVERVIEW

AVAILABLE INTEL: LOCATE AND EXTRACT CIVILIAN HOSTAGES

Dr. Rosenthal's daughter, Helena, and a colleague, are being held in a mining complex in the mountains. Locate and extract the last two hostages.

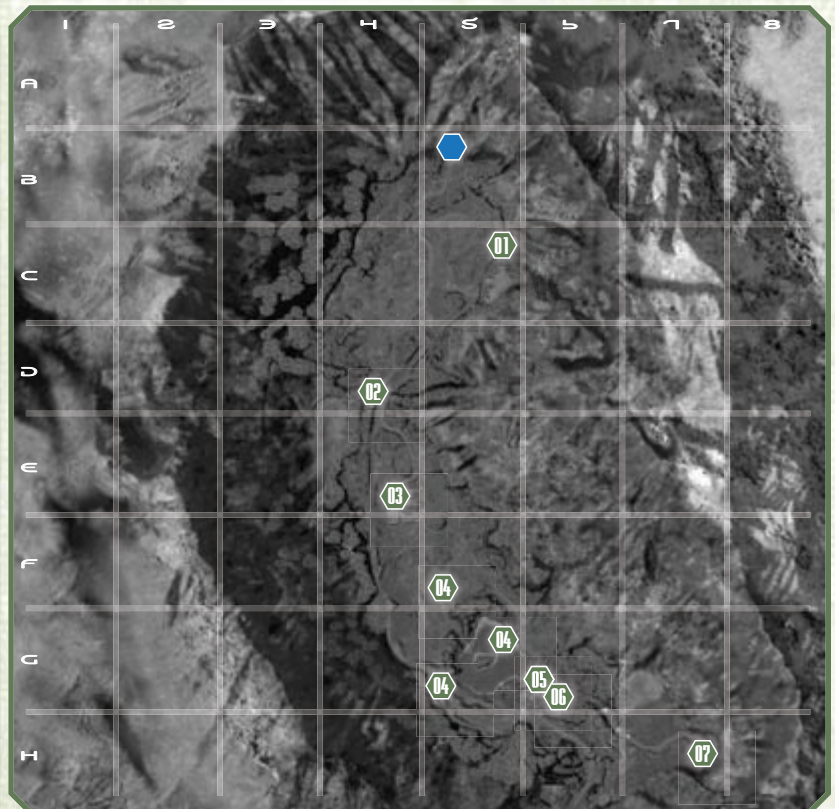
Major Strickland has come through in a big way, offering a portion of his armored division as you push toward the mine where General Kyong is said to be holding the hostages. However, to reach the mine, you must cross a large valley that is split into two distinct areas. After emerging from the tunnel, you have a massive undulating landscape that ends in a chokepoint at a train station. Reaching this station is the first of your challenges; you must use evasive maneuvers in your Tank, so it (and you) survives as long as possible.

Pushing up to the train station, after dealing with multiple KPA vehicles, you must then destroy a train carriage blocking the progress of friendly troops. Then you can advance into a second, longer valley with more Tanks to destroy. As you progress, locating additional vehicles that you can commandeer for yourself, you're given a plan of attack that involves destroying three Anti-Aircraft artillery vehicles, or batteries. They are dotted throughout this valley, and destroying them from range after learning their location is the key to success.

After this, you can paint a target for an incoming air strike, so that the U.S. Military can wipe a KPA munitions dump off the map. This allows you to push on further, or you can tackle the settlement attached to the depot with a mixture of ground and vehicular combat. There are multiple paths to this location. After the area is mostly secure, Major Strickland drops off a new weapon for you to try: the excellent Gauss Rifle. Only then should you push farther into the island to the entrance of the mine compound.

LEGEND

 Deploy Point  Objectives



OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
C5	01	Push ahead to the Train Station	G5	04	Destroy the Anti-Aircraft Artillery [03]
D4	02	Secure the Train Station	G6	05	Part 1: Sabotage the North Korean Munitions Dump
E4	03	Push Ahead to the KPA Munitions Dump	G6	05	Part 2: Paint the Munitions Dump in Preparation for the Air Strike
F5	04	Destroy the Anti-Aircraft Artillery [01]	G6	06	Retrieve the Gauss Rifle
G5	04	Destroy the Anti-Aircraft Artillery [02]	H7	07	Proceed to the Mine

Objective 01. Push Ahead to the Train Station



"Air support is on hold. Push ahead of Phase line Alpha. Let's go, let's go, let's go!"

—Major Strickland



01A. Tanks on the Tracks



ADVISORY

Before you begin Tank combat, be sure you toggle between the different perspectives (F1) to find a suitable viewpoint, especially for your two weapons: the main cannon, and the machine gun.

Remember, you can elevate your cannon by looking up with your mouse, but the cannon has limitations when pointing downward. Remember this when you're attempting to line up an enemy Tank below you.

Also remember that your Tank's turret moves independently from the base tracks, meaning you can rumble forward while firing 360 degrees around you. However, in combat, it is usually easier to keep the turret facing forward in rough terrain, so you don't get stuck on a rock or larger tree.

Although you can't drive the Tank at the same time, if you need extra pitch to your aiming, hop out of the Tank and enter the roof turret. This machine gun is excellent for strafing foes at the train station!

All destructible trees can be driven over in a Tank without damaging the vehicle. Otherwise, this vehicle is similar to an LTV, although it can't be Strength Punched if you flip it!



Plan 01.1: Keep on Tracking: Rumble out of the tunnel as Strickland yells his orders, and take care not to strike another U.S. Tank moving up the tracks with you. Almost

immediately, you can roll right (AI) and down the hill toward a large, open green valley that is peppered with clumps of bushes and rocky hillocks. Only head this way if you crave additional Tank combat.



POINTER

As you can roam freely throughout this massive valley, there are limitless routes you can take. The strategy shown is based on keeping your Tank as undamaged as possible, and either moving directly toward the objective (01A and 01B) or tackling enemy Tanks expertly (01C).



ADVISORY

You only need attack the Tanks that are directly in your path to the objective. The other U.S. Military forces are dealing with Tanks in the valley.

Trundle southward, then follow the train track to the southeast and look for another open field sloping down to your right, just before the train track turns to the south (AI). A KPA Battle Tank is in the wooded glade; it usually ignores you if you speed up and roar past it on the tracks.



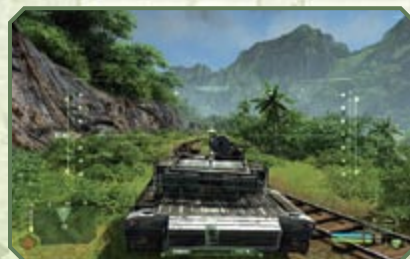
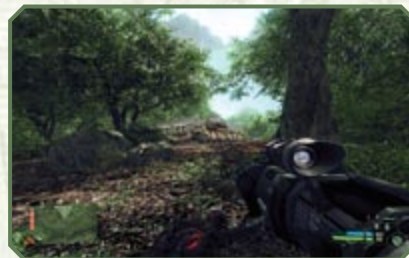
Plan 02: Tank Takedown:

If you have eagle eyes, you can halt your Tank and aim the main turret at the KPA Tank and destroy it with a couple of well-placed cannon shots. Beware of the return fire though: This can damage your machine and you'll need it to reach the train station!



Plan 03: Tank Takedown

On Foot: A slightly better plan is to leave your Tank and Speed Sprint southward, moving into the woods to the left of the enemy Tank. Circle around and defeat it with three Missiles into its sides. Then move to the crates behind the Tank to grab the following items: Frag Grenades, Explosive Charges and FV71 ammo.



Plan 01.2: You should immediately return to your Tank and continue around on the train tracks in a roughly southerly direction and press on. When the direction changes slightly

to southwest (AI), you notice one of the smaller KPA Tanks blocking the tracks ahead of you. Bring your cannon around and blast the vehicle twice before it explodes. Be sure you strike it before it launches too many retaliatory strikes into your armor.



Walkthrough

onslaught
Objective 01

Plan 04: Light Tank Takedown On Foot:

Or, you can park the Tank just before you roll into the enemy Tank's view and step out into the thick undergrowth to the right, armed with either Missiles or an Explosive Charge. Speed Sprint up and tag the Tank with your preferred weapon, then return and ride on.



POINTER

Just after you go past this KPA Light Tank, Strickland radios in with slightly updated objective information: You should now begin to assault the train station (Objective 02). Although the objective starts now, the routes to the train station are shown in the remainder of this section of the guide because you could be anywhere in the valley when your orders are updated.

OPTIMAL PATH



01B. Pushing On to the Train Station



Plan 01.1: Tackling the Tank Barricade: Moments after you push through the light Tank, you should see a series of tank traps and sand crates blocking the train rails ahead

of you (01). Immediately slow down, but do this while you're still protected by the trees on your right, as there's a road to the west and an enemy Tank that's ready to fire!



Without heading into the barrier area, train your cannon on the LTV and mow down any foes on foot with your Tank's machine guns, then fire a couple of cannon strikes

up at the promontory to the southwest (02) that overlooks the barricade. Two KPA soldiers with Missile launchers are up there, but not for long! Or, you can shoot the explosive barrels and any KPA with your Tank's machine guns.

WARNING

Don't take the Missile Launcher Infantry lightly! Armed with long-range Missiles, they are a real threat to your Tank, and can take you out with a single hit. Remember to scour the area once you defeat them for Missile Launchers left behind.

Now trundle toward the barricade, but turn west and bring the full force of your cannon down on the enemy Tank before it does the same to you. Alternatively, you can accelerate and Boost (Shift) right, then left, around the barricade, and back up to the tracks—the safest way onward.



ADVISORY

If you ignore the enemy Tank to the west, your team destroys it for you.



Plan 02: On-Foot Heroics: Naturally, you can leave your safe but cumbersome Tank and tackle this area on foot, which allows you to aim three Missiles at the Tank to the

west, either before or after you disappear into the wooded area just to the right of the promontory (03). Immediately turn left and climb the hill, but **completely avoid** the barbed wire, as there are mines underneath. Instead, maneuver around this trap and strike down the foes on the promontory with your SMG.

Another way to the promontory is to run or drive to the continuation of the train tracks, then get out when the promontory hill descends to the grassy woodland to your right (04). Get out, climb the path up to the top, and deal with foes there (ideally with a Missile to explode the barrels and take down all the foes).

There are items to grab once this area is secure, if you need them: Precision Rifle, Explosive Charges, and FY71 ammo.

ADVISORY

You can optionally leave the LTV intact (although you'll need to use rifle shots and approach on foot to defeat the foes inside without damaging the vehicle), and return to it if your Tank is destroyed or rolls over before you reach the train station.

Plan 01.2: A Bump in the Road: Continue your rumbling southward, ideally in a Tank that has barely a scratch on it. Soon, you reach a bombed-out section of the



railroad track **[B]** where you can't drive your Tank any farther. However, from here you can take two main routes as you press on toward the train station:



POINTER

You can approach these routes on foot or in your Tank (except where stated otherwise), but staying in the Tank is generally a better plan. In it you have exceptional armaments and armor, but sacrifice maneuverability.



Plan 03: Rumbling Left, Over the Rocks: Stop at the break in the tracks and maneuver left, onto the rocks, grass, and trees by the left perimeter rock wall. Face

southwest, power through the palm tree, and roar over the flat, but slightly jutting rocks. If you get stuck, reverse, and Boost forward again. You arrive on the upper rocks, on the other side of the railroad track. From here, you can move to the train station using one of three routes:

Plan 03: Route 1: Along the Left Upper Ledge: Drive or run along the relatively wide upper grassy area, with rocks on either side. The cliff on your right leads down to the tracks.



Trundle in a south and southwest direction, avoiding the trees you can't bulldoze. Look for the gap to your right **[B]** and face west. This is a grassy slope down to the station entrance. Be sure to point your cannon at the KPA Tank to the northwest that is guarding this area. Demolish it before you continue.



Plan 03: Route 2: Instead of trundling down here in your Tank and using the height of the slope you're rolling down to defeat the KPA Tank to the northwest, you can

continue moving south until you run out of ground **[B]**. Then carefully slide your Tank down the cliff (without getting stuck on the tank traps or sand crates). Deliver a payload at the KPA Tank, which is in a northerly direction from this angle. You're even closer to the train station if you slide down at this point.



Plan 03: Route 3: Of course, you can always drive down the cliff just after you cross the gap in the tracks. Drop down, then trundle forward in a roughly southerly direction toward the train station directly ahead of you. As you move out of the protection of the rocky hill to your right **[B]**, turn your turret to the west and launch a couple of cannon shots into the KPA Tank before your train station assault begins.



POINTER

You can also get out of your Tank and move into the woods to your right, then begin Plan 05.

Plan 04: Rail Jumps: You can also disembark from the Tank at the hole in the railroad track **[B]** and Strength Jump across the hole, landing on the twisted rail sticking out from the other side. Strength Jump again and land on the other side. You can now continue, but without a Tank.



WARNING

Watch out! Heading west down the hill road presents you with multiple enemy Tanks in the valley, so keep it slow and steady!

Plan 04: Rumbling Right, Down the Hill: If you decide to turn right at the hole in the tracks **[B]**, move slowly down the hill and check for a KPA Tank right on the other side of the valley. If Strickland's team hasn't blown it up yet, stop and take care of it before you continue.



Walkthrough

onslaught
Objective 01

Then emerge and swing to the southwest, but not before you aim at and destroy another KPA Tank that's waiting to destroy you in the wooded area to your left (B). This Tank can be highly damaging, so swing your turret and slay it as you pass by, without slowing down, if you can. Or, you can edge forward from the hill road and blast the Tank before you head out into the open.



Now look to your right. The road to the north may have another Tank on it engaging one of your Tanks. Remove that one so it doesn't strike you from behind, then look to the southwest: a third Tank may be here, at long range. Shoot it with two cannon strikes and back up to avoid getting struck by its return fire. Now continue along the road heading south.



ADVISORY

When you've finished **Plan 04** and defeated all the nearby Tanks except the one guarding the train station, now is a good time to roam the landscape, finishing off any remaining KPA Tanks. This is purely optional.



trees ahead and to your right. Instead of turning west and moving down the hill, you can head into the trees. Bring out your Missile launcher and use it on the Tank to the northwest.



Plan 05: Into the Trees, On Foot: Whether you took the left path around the hole in the railroad or not, another possible route to the train station is via the rocky outcrop and



WARNING

This Tank turns its full weapons on you, so stay behind the trees that can withstand the barrage. Land three of your Missiles into the vehicle.



After the Tank at Waypoint (B) is destroyed, you can optionally stay at this location and stock up on goods [while watching out for the Tanks across the valley and to the left that

fire on this location]. Fight back with Missiles yourself, but it is better to return fire from your Tank. When you've finished, grab as many Missile launchers and Explosive Charges as you need.

Now turn south, then west, and run to the beginning of a pathway up through this rocky woodland (B). Bring out a fully loaded Missile launcher as you trek south, then turn southwest as you reach the edge of the outcrop overlooking the train station and a large buttress wall guarded by a Tank. Use the Missile launcher, then advance and engage foes at the train station.



OPTIONAL PATH



01C. Engaging Foes in the Valley



POINTER

These tactics assume you made a right turn down into the valley to the west at some point prior to reaching the train station. There are also additional routes to the station shown in this section, too. The best place to head down into the valley is right after you exit the tunnel (B).

ADVISORY

Attacking Tanks can sometimes be tricky because of the devastating return fire they inflict. You can help reduce the time it takes to defeat an enemy Tank by lining up and firing your first shot, then attempting one of the following plans, instead of aiming your cannon again:

Keep moving and swivel your turret to shoot at the Tank as you pass by. The faster you go, the less time the enemy has to hit you.

Or, fire the first cannon shot, then get out of your Tank and fire two quick Missiles from your Missile Launcher into the Tank, destroying it before it returns fire.



Down in the Valley:

Make sure you're ready for some long-range cannon sniping and trundle down the road to the southwest, driving on either side

when the road splits and rejoins, then take the left path when the road forks (C). You should be able to engage at least two enemy Tanks to the south from this position.

To your right is a U.S. military promontory (R) with a static Tank and a series of sand crates pointing to the southwest. These provide covering fire as you advance. There's little reason to head here unless you require some of Explosive Charges.



ADVISORY

There are multiple roads through this valley, but the safest plan to negotiate this terrain is detailed next. You can try any other route you wish, but be aware of the possibility of enemy Tanks in every direction.

Some heavy KPA activity is going on ahead and to the west, so your preferred route is to swing west immediately, passing the U.S. military promontory (C).



to your right, then traveling up to the opposite edge of the valley. Drive up and around to face the south (C). Park at this location and look southeast and east. You can see (and destroy) at least three Tanks from here, including one that's all the way on the valley's other side.



The next cluster of foes you can take care of (although this is purely discretionary) is in the copse of trees to the southeast. Blow up a light

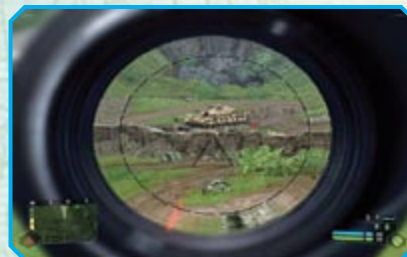
Tank on the right side, then deal with a small, heavily armored four-man squad manning a machine gun nest near a metal hut (C). You can approach these foes from any angle, on foot, or else fire from range inside your Tank. One entertaining way is to head northeast and sneak up behind them, then dispatching them from behind. Their stack includes: an FY71, Explosive Charges, and Rifle Grenades.

Now move southward along the perimeter area; it is safer than driving down into the valley.

Turn southeast again and look over the last part of this valley before the boundary leads you to the train station, which you can see to the southeast, in the far distance. In front of you is a KPA Tank, so deal with it immediately.



Now look east and you notice an area of trees (C). On the other side, as the valley slopes downward slightly, is another KPA Tank, which is currently unaware of your location. Either drive through the grass to the right, swivel the turret and blast the Tank, or get out and clamp a Charge on it or fire Missiles at it from behind inside the wooded area. You'll find the usual items nearby, at the edge of the woods, including Missile Launchers and Explosive Charges.



You can now optionally wait behind the sand crates and unload Missile Launchers on any remaining foes across the valley.



Walkthrough

onslaught Objective 01

You can now cross the valley, heading almost directly southeast, to a small rock island with a single tree and

a machine gun nest (CS). An LTV is parked nearby and the area is quite open, so use it as cover and be sure the KPA Tank at the edge of the woods on the opposite side [at Waypoint (BB)] is destroyed first. As the machine gun nest is pointing northeast, defeating the small contingent of foes is easy; slay them with cannon, Tank machine gun, or gunfire while you're on foot. Next, pick up any of the following items: a Shotgun and Fy71 ammo.

From this spot, you can join the road to the train station at (BB), or you can continue roaming the valley.



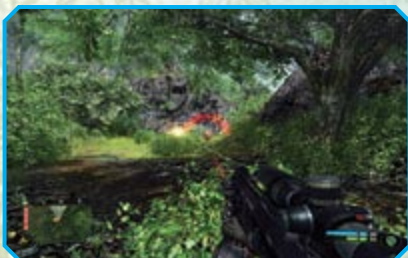
An excellent vantage point to look over the train station entrance gully is a sloped area of ground southwest of Waypoint (CS). Drive up to this plateau (CS), spin your turret

left, and face southeast. Now blast the KPA Tank at the rock buttress over by the train station entrance itself.

You can also try one of these two plans, in addition:

Drive directly at the Tank, and begin the train station takedown.

Or, hop out of your Tank, and run into the woods to the south and attack the train station from the wooded trails (C7).



Train Station Trails: Another way to assault the train station is toward the southwestern corner of the valley, where you can see a rocky promontory (C8) shrouded in

trees, which has a few KPA firing at you from a machine gun nest. Knock it out with Missiles. Or, move right and circle around this waypoint and attack on foot from behind. Then pick up any of the following: Missile launchers, Fy71, an Explosive Charge, and SMG ammo.

Disembark from your Tank and head south along a wooded trail (you can head off the trail to reach the station faster) as it winds southeastward. Eventually, the pathway meets a set of giant rock steps on your right (C9).



You can ignore them and head east, completing the trail and ending up at the end of the rocky buttress guarded by the Tank at the train station entrance. Begin

a Missile-fueled takedown of the Tank and start your infiltration of this area from here (C10).

Or, you can Strength Jump up the rock steps into a tree-filled gully, before maneuvering eastward and entering a higher elevation overlooking the station. Expect heavy KPA ground troops here (C11).



ADVISORY

Although not strictly a tactic to use, it is still interesting to know that you can stand atop a friendly (or enemy) Tank and go along for a ride. A U.S. Tank is great for lying prone and sniping foes from a distance as you trundle through the valley!

POINTER

Don't forget: there are often mines placed near enemy barricades. Watch your step when exploring these areas!



Objective 02. Secure the Train Station



WARNING

If you don't assault the enemies inside this small train station immediately, they send out a couple of flares. Expect around a dozen additional Recon troops to close in on this position, and deal with them as you would with the rest of the foes in this area.



02A. Tanks for the Devastation



area with machine gun fire, dealing with the foot soldiers near the Tank. There are about six of them.



The Direct Approach:

Approach from the train tracks **B1**. Stay in your Tank, turn westward, and blow up the KPA Tank at the rocky buttress. Then strafe the entire



rocky promontory ahead of you. Raise your cannon up and demolish the entire structure! Then edge forward near the sand crates.



destroyed] at the two train carriages blocking your path. A machine gun nest is inside one of the carriages, but after two cannon shots, the entire area is destroyed. If you wish, you can also blow up the LTV parked on the other side of the road.



ADVISORY

If you can't get a good machine gun shot on the scattering foes near the burning Tank, get out of your Tank, hop on the roof, and use the turret machine gun.



ADVISORY

A stationary KPA Tank is parked ahead of you, below the sniper tower rock promontory. Do *not* fire at it; it is empty, and you can drive it later on in this mission if your current Tank becomes damaged in any way.

"Command, it's really getting hot down here. We need assistance, NOW!"

—U.S. Marine (name unknown)



Walkthrough



POINTER

If you're approaching on the direct path to the rocky buttress from the western side of the rocky hill **B3**, your tactics are almost identical.

If you're approaching from the grassy slope down to the train station **B5**, use these tactics, too.

onslaught
Objective 02

Now get down from your Tank, then jump onto the roof to the machine gun turret. Lay waste to the foes scrambling about the hillside path and rocks to your right. Check your map for the locations of the final foes, while the VTOL lands. After the landing, your objective is complete (as long as the entire area is devoid of KPA and both train carriages are destroyed).



OPTIONAL PATH



02B. No Tanks, I'm On Foot



Plan 01. The Direct Approach, On Foot: Moving in from the same location , but without a Tank (either because you ditched it or it exploded before you reached here),

you should stay with the rocky gulley to your right. Aim with your Missile Launcher at the sniper tower atop the promontory to the southwest. Bring the whole structure down, killing the sniper inside.

Or, you can seek cover behind the sand crates ahead and right , and blast the sniper with your own rifle fire.



WARNING

Don't fire on the Tank near the metal hut as you secure this area; you can drive it for much of the rest of this mission!

Immediately turn to the west and duck behind the sand crates as the gulley opens up. Sidestep to avoid the enemy Tank's weaponry if it is trained on you, and launch three Missiles into the vehicle. After it explodes, ignore any gunfire from the train station, and instead completely clear the rocky buttress area (to the west) of foes. Try some of the following:



Speed Sprint and use the burning Tank as cover (when it becomes safe to stand by it).

Lob Grenades to scatter the Special and Recon forces in the area, and cut down stragglers one at a time.

Use Missiles and blast the area, causing splash damage that drops multiple foes at once.

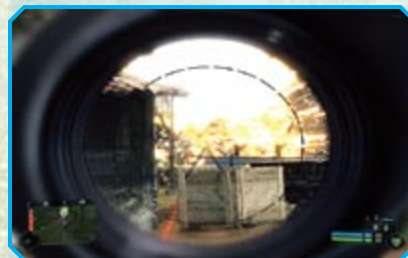
Pick up more Explosive Charges and FV71 ammo at the sand crates .

Double-check that no more foes are hiding behind grassy clumps so you won't get attacked from behind, and remember to differentiate between foes and friendly forces that are arriving to assist you. Now you can continue **Plan 01**, or maneuver west, then southwest, and scale the hillside promontory from Waypoint  to attack the Train Station from the side (**Plan 03** onward).



Push on directly southwest, along the railroad tracks, using a mixture of Strength Jumps and Speed Sprinting to reach a scattering of tank traps on the left, just before

the sand crates. Or, you can move up the dirt road and lob a Smoke Grenade forward to mask your progress. Hostiles are running around the single shack building, and some may be up to the right on the promontory path.



Edge forward, using any available cover such as the sand crates, station platform, and even the base of the container carriages, and begin to rain rifle

fire down on the foes to the west, around the building. Remember you can skirt around or over the building to frighten, then defeat any foes in this area. Use Missiles with glee; there's a plentiful supply, but don't fire them so they explode too close to your own location!



ADVISORY

Apart from using Smoke or other Grenades to scatter foes, you can also pick up a barrel or ammo box and use it as a shield as you charge the enemies. Throw it into a foe to take him down as you reach cover that is farther into the train station.

The explosive oil heater by the main building or Missiles can destroy this structure. Don't advance too far forward if you're heading along the main dirt road. In



front of the station, there's a minefield for you to navigate. The safest course is to detonate the mines from a distance with your cannon fire, or stay on the road itself (to avoid the mines entirely). The machine gunner in one of the two target carriages also fires on you. Deliver a Missile to each carriage and explode both of them.

Alternatively, a slightly more dangerous plan is to affix an Explosive Charge on each carriage, then detonate them.

Although you're likely to practically demolish the station shack, you can pick through the debris to discover the following items: Shotguns, Rifle Grenades, Smoke Grenades, Frag Grenades, FV71s and ammo, Missile Launchers, Explosive Charges, and Pistols.



Now, it is a simple matter of waiting for the VTOL to land, and checking for one or two remaining KPA that are holed up along the hill path or milling around the train station. When

the VTOL lands, your objective is cleared. Move to the KPA Tank near the small metal hut and get inside it.



Your objective is complete, and you must now press on to defeat a KPA Tank team roaming the next section of valley to the south. Grab a Tank, and get rolling!



Plan 02. Cliff Perimeter

Sniping: If you've taken the upper perimeter route from the gap in the railroad and traveled all the way to the end of the grassy area, and to Waypoint 06 overlooking the train station, bring out your favorite rifle or Missile Launcher, and use the foliage as cover. From this cliff side you can easily aim at the Tank [which is southwest from this position].



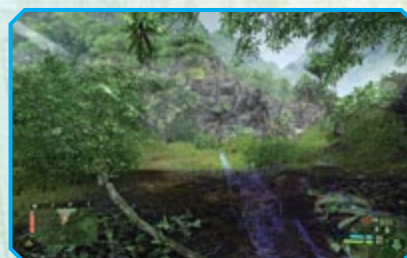
enemy in the sniper tower to the southwest. Lob Grenades down into the train station, and then either stay and finish off the remaining foes with Scoped Precision Sniper Rifle fire, or slide down the cliff to the container carriages to continue securing this area.

Plan 03. Approaching up the Promontory

1: If you took a drive around the western perimeter of this valley and found the rocky forest trails, you'll end up in one of two areas. The first is west of the KPA Tank and rocky buttress. If you're moving eastward from here (C10), stand on a rock near the stone cliff side and shoot the Tank with Missiles.



Next, advance forward (optionally using Cloak), toward the large tree (B3) for cover, then circle-strafe around the KPA foot soldiers, dropping them with Grenades and gunfire. After all in the vicinity of the smoldering Tank are defeated, attempt one of two plans:



You can continue into the train station on foot [see Path 02B].

Or, you can turn right and head southwest up the gully to Waypoint 12. Be sure you move around or Strength Jump over the barbed wire, or the mines below explode. Now attempt Plan 04.



Plan 04. Approaching up the Promontory

2: If you are approaching from the gully path heading eastward (C11), move to the boulders on the right side as you

reach the promontory pathway (B4). This affords you some cover as you mow down a group of KPA (usually Recon soldiers) in this immediate area.



Walkthrough

ONSIGHT
Objective 02

Take the fight to the remaining foes down on the ground below in the station, but only after you snipe or launch a Missile at the foe in the



sniper tower to your right [south]. Next, move to the sand crate next to the machine gun nest to the southeast [S], and launch a Missile at each of the two train carriages blocking the road.



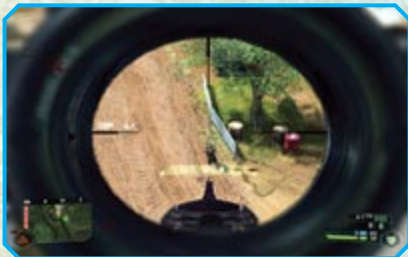
Finally, you can either head down to the sand crates by the metal hut, or go left to the promontory overlooking the VTOL landing position and maintain a lookout

for any remaining foes as the objective is completed.

OPTIONAL PATH



02C. High Vantage Points



Plan 01. Sniper Tower of Power: Whether you're mopping up the stragglers or dealing with all the foes down in the train station below, there are a couple of

additional places you can reach that provide an excellent or intense vantage point to deal with this objective.

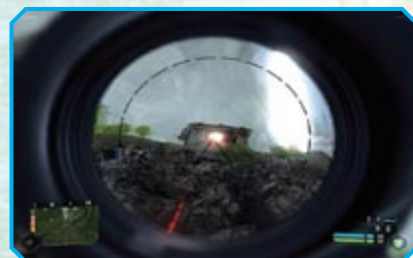
First, head south, then southeast around the top of the promontory from Waypoint [B4]. The edge of the cliff and the top of the sniper tower offer great views.



Plan 02. High Altitude Chicken: Another vantage point isn't really a strategic place to stand, but it does offer an exceptional view of the station below. Either Cloak

and drop down from the sniper tower, cross via the front train engine, or Cloak and move along the perimeter near the carriages.

When you spot the road heading southeast, turn left and use a mixture of Speed and Strength to ascend a rocky bank and a grassy trail up to a high machine gun nest.



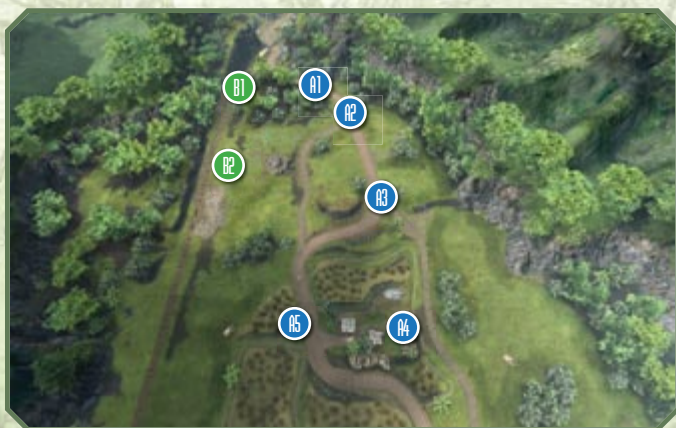
This is usually unmanned, except for a group of chickens. If you require a great sniping spot or place from which to drop Grenades (or the explosive barrel) down on foes, then this is the place!

Plan 03. The LTV Crush:

You don't have to walk up to this vantage point. Try hijacking the LTV parked below this area near the train engine and carefully drive up to the nest. You can also push the vehicle off the edge, or even accelerate, skid the LTV left, and leap out. Then shoot the Car as it plummets down (ideally into the shack below) to blast the fuel tank! Spectacular, tricky, but excellent fun!



Objective 03. Push Ahead to the KPA Munitions Dump



"There's a KPA Tank team in the valley ahead. Let's move in and clear them out. Smoke 'em!"

—Major Strickland

OPTIMAL PATH



03A. A Rough Haul to the Plantation Shack



ADVISORY

Begin your next valley maneuvering in a Tank. This could be the one you used at the beginning of this mission, if it is still only lightly damaged, or it could be the KPA Tank sitting in the train station. If either of these Tanks become inoperable, remember to go back for the other, or use one of the other vehicles found around the area (which are shown in the tactics to come).



ADVISORY

Empty your current Missile Launcher if it isn't full and grab a new one before you depart. You'll need all your Missiles for the combat to come!

In addition, have Speed and your Missile Launcher armed as you enter your vehicle, so you can Sprint quickly with your favorite weapon once you exit.



POINTER

The main tactics here require you to push farther into the second valley until Objectives 04 and 05 begin. You may hear Objective 05 being issued by Major Strickland first, but 04 is usually a secondary objective.



Plan 01.1

Taking a

Vehicle: Route 1:

Drive your vehicle (either the Tank or LTU) past the train engine, then follow the dirt road to the left (south; **01**), around a rocky outcrop of trees and boulders, and into the next valley. A massive earthquake threatens to rip the island apart!



Ignore the rumbling, and stay to the left when the road splits in two **02**. Stay to the left of a flat grassy plateau. When the dirt road turns right **03** around the plateau, get out (if

you're in the LTU), or aim your cannon forward and up. A KPA Helicopter is taking off from behind the banana trees near a central plantation shack area. Blast it out of the sky before it becomes airborne!

You now have a choice of targets.



Plan 01.2: Investigate the plantation shack: While your brethren in Tanks tackle enemy vehicles on either side of you, push through the banana trees and into the plantation shack. There is a small, heavily armored force here, but they can usually be dropped by rifle fire.

Or, you can snipe them using a Precision Rifle you picked up from the tower at the train station.

Or, you can demolish them with a Missile.

Or, you can lob in a Grenade and mop them up as they scatter.

Or, try grabbing one of the objects around the plantation shack, and crushing them with it, such as:

- Barrels
- Ammo crates
- Green trash bins
- Yellow trash can
- Pot of earth
- Rice bags
- Coconut bags
- Ice cream freezer
- Tires
- Table saw

You'll also find the following items inside this small compound: Explosive Charges, Frag Grenades, Smoke Grenades, and a Pistol.

Don't forget to grab a Missile Launcher from the body of one of the fallen KPA soldiers.

The plantation shack contains two vehicles, both of which can be very useful in the push southward. There is a Pickup Truck in the garage and a KPA Tank parked at the edge of the shack grounds. If your current vehicle is heavily damaged, choose one of these. You should now receive orders to carry out both Objectives 04 and 05. Now head west or east to deal with one of the Tanks, or leap on top of the shack or garage roof and aim at another Battle Tank in the middle of this valley (Path 04A).



Walkthrough

onslaught Objective 03

**Plan 02:****Defeat the KPA Tank (West):**

Ideally, you'd do this after securing the plantation shack. Trundle toward this enemy onto the grass outside the plantation (H) and let rip with your main cannon, keeping your speed up because one return strike can cripple your Tank. Blast it until it explodes. After this destruction, trundle forward in a roughly southerly route toward the enemy Tank in the middle of the valley and engage it in combat. This occurs during **Path 04A**.

**WARNING**

You can drive easily through the plantation trees in your Tank. However, don't try this in the Pickup Truck or LTV, or you'll crash suddenly and damage your vehicle.

**POINTER**

If you simply wait and wait, your team eventually destroys the nearby Tanks, allowing you a somewhat safer progress down the valley. Although if you do that, you won't be testing your skills during this time.

**Plan 03:****Defeat the KPA Tank (East):**

Ideally, you'd also do this after securing the plantation shack. An enemy Tank prowls the eastern valley behind the clump of bushes left (or east) of the plantation shack (H). Drive or Sprint to near the Tank's location and defeat it in one of the usual ways:

Missile blasts from your Missile Launcher.

Cannon blasts from your Tank.

Explosive Charges clamped to the Tank's body after Speed Sprinting in, then back into cover.

After this destruction, trundle on in a roughly southwest route toward the enemy Tank in the middle of the valley and engage it in combat. This occurs during **Path 04A**.

**POINTER**

In addition, watch out for a roving LTV with a couple of foes inside. A simple, single strike from your Tank, or any of the previously described LTV takedown tactics work for eliminating this vehicle. Don't worry if you don't encounter it. Just press onward!

**WARNING**

Apply these techniques to all the Tanks you encounter for the remainder of this mission, unless otherwise stated.

OPTIONAL PATH**03B. Staying to the West****Plan 01:****Taking a****Vehicle: Route 2:**

The other way to enter this valley is to ignore the dirt road from the train station and instead maneuver around the engine onto the tracks (H) and start accelerating down the railroad line. Keep your speed up as the massive quake shakes the entire island.

**Drive**

onward and then begin to peel off to the left slightly onto the grass (at Waypoint (H)), so you're in between an enemy Tank and a patch of

woodland. Fire or disembark and use Missiles, but fire through the trees as the enemy finds it difficult to retaliate. Defeat the Tank easily, then climb back on your vehicle of choice. You can then:

Head toward the banana plantation shack (especially if you require a Tank).

Or, continue southward into the middle of the valley and begin Objective 04.

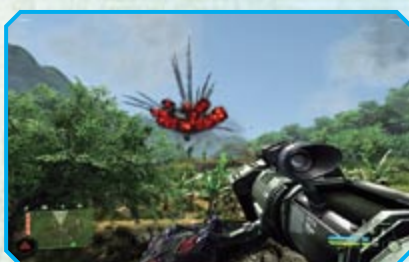
OPTIONAL PATH



03C. Other Possible Tactics

Plan 01: Taking the LTV: These general tactics work well when you're driving both the LTV or the Pickup Truck you found at the plantation shack. First, arm yourself with the Missile Launcher. Then drive and park behind a boulder, clump of trees, or other secluded area offering cover. Get out of your vehicle.

With your Missile Launcher primed, deliver its payload at the Tank, Helicopter or AA battery you are attempting to defeat. Circle-strafe around it, using Speed if there aren't many foes, or seeking cover if there are. After three strikes, all Tanks explode. AA batteries only need one Missile to destroy them. If you don't have Missiles, clamp an Explosive Charge on them instead. If you have neither Charges nor Missiles, find some! Then return to your vehicle and continue.



Plan 02: Frantic Footfalls: It is *never* a good idea to travel on foot around much of this valley, as it is too big, and the threats too severe. There's also a limited number of takedown opportunities. If you find yourself without a vehicle, retreat to the plantation to drive the Tank or Pickup Truck. Or, head for the nearest clump of bushes and Speed Sprint southward toward the first AA battery.



Plan 03: Western Perimeter Drive: Another option when you're racing along the train tracks is to ignore the Tank near and press forward. You soon

clear its range, but beware of the Tank if you decide to return here! Objectives 04 and 05 now begin.



ADVISORY

Although this isn't ever a wise plan, there may be some situations that call for you to improvise, such as standing on an enemy Tank and riding on top of it while firing at other Tanks: They don't fire back, but you don't have any control of where you're going!



Walkthrough

onslaught
Objective 04

Objective 04. Destroy the Anti-Aircraft Artillery



"Head's up, Marines. We need to clear those Triple-As before we can call in those Air Strikes!"



ADVISORY

This section reveals the best order in which to tackle the three AA batteries, and also has additional takedown tactics for destroying the batteries and the enemies defending them, from a variety of different positions.



POINTER

You are actually continuing toward Objective 05 (sabotaging the munitions dump) as you complete this task.

OPTIMAL PATH



04A. Destroying AA Battery 01



ADVISORY

These tactics can be attempted either inside a Tank or in a vehicle with periodic exiting to fire your Missile Launcher.



Plan 01:
Reaching the First AA Battery (Along the Railroad):

Drive out of the plantation area (A), ideally in a Tank, and head directly west. Turn south at the perimeter railroad tracks and follow them until you spot a small machine gun nest on your left (B). Optionally, get out, check for KPA infantry, then bag the Explosive Charges here.



ADVISORY

This is a good spot to return to if you need a Missile Launcher or Explosive Charge.



You can continue on your way in your vehicle, or move eastward, to the edge of the small plateau you're on. Ahead you can see at least two or three enemy Tanks, but there's

one near the large boulder nearest to you that you should target first. Sprint down to the tree (C) and let rip with your launcher to destroy the Tank near the cluster of boulders to the southeast.

Now attempt the same takedowns for the two or three other KPA Tanks in this area; you can destroy them all from this relatively safe place!



Head back into your vehicle with a full Missile Launcher and trundle on southward, following the railroad. Stop at the brown earth promontory (D) and look eastward.

If you've previously been blasting Tanks, you shouldn't have any incoming fire to worry about, except that from a possible KPA Helicopter. Knock it out of the sky, then scan the large clump of trees and rocky hill. Your first AA battery is here. Shoot a single Missile from this long distance and explode it. Excellent! Two to go!

Now continue along the railroad, toward the next AA battery Path 04C.

OPTIONAL PATH



04B. Destroying AA Battery 01



Plan 01.
Reaching the first AA Battery (Up the Middle): Assuming you began your valley run in the plantation compound

(A), grab the Tank and roll out, turning south and then following the road, or else driving straight over the banana trees. Stop before you reach the grass though. There may be a second KPA Helicopter coming in. Raise your cannon and blast the chopper out of the sky without revealing your vehicle to the enemy Tanks.

Point your Tank south-southeast and drive it just to the right of a central thicket of trees (B). A large rock boulder is ahead and to the right. Blast the nearby Tank immediately. However, you shouldn't move out of the cover that the thicket to your left provides, as two more Tanks are prowling this area.





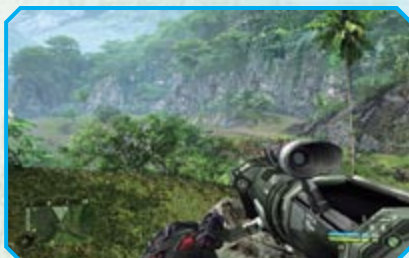
With the Tank to the south defeated, you can drive southeast and engage both Tanks while watching out for Missile fire from the east. It is better to exit your

vehicle while it is still in cover and run to the sand crates at the edge of this thicket (02). Take any of the following: Explosive Charges and FV71 ammo.

Now aim a Missile at the Tanks southeast of you in the center of this valley. If you're coming under heavy fire, switch to Armor and back into the trees. Then take out a scoped rifle and down the heavily armored force hiding in the next large thicket to the east-southeast. [An accurate shot into the explosive barrel helps immensely.] You can try to destroy all of these enemies in your Tank, but you may be overwhelmed. Now drive onward!

You should now try one of the following options:

Drive your Tank almost directly southeast past the thicket on your left, then turn your turret eastward (at 03). Blast the first AA battery, then choose one of the plans for destroying the second AA battery.



Or, get out of your vehicle at the next thicket (04), where you took down the KPA Special Forces crew, and venture into the thicket heading southeast. Emerge beside the AA battery and destroy it with an Explosive Charge or Missile. Both can be found near the sand crates on an ammo box pallet.

Plan 02. Reaching the First AA Battery (Along the Eastern Flank): This is an interesting route to take if you don't have a vehicle, or are using the Pickup and/or you



don't want to engage the majority of the Tanks in the main valley. From the banana plantation (01), maneuver eastward. You pass a brown earth promontory (05) where some of your troops may have reached. Keep going east!



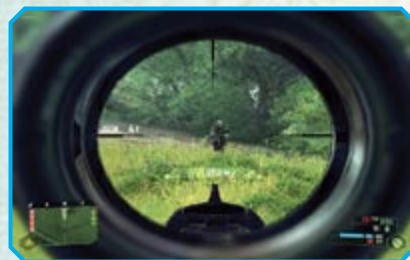
You arrive at an area of woodland at the base of the valley perimeter. This is a good spot from which to aim at the KPA Helicopter and any Tanks, but with only three

Missiles, you may wish to save your ammo. Turn southeast from this stretch of woodland (06) and run into the trees.

Continue your run until you reach a small tomato grove and a metal hut (07). If you look out and southwest, you can see an LTV and a blockade of tank traps. Don't venture down here; you would face problems with a group of foes guarding this blockade (08). Instead, follow the small dirt path to the southeast over a small hump and past a fallen tree on your right.

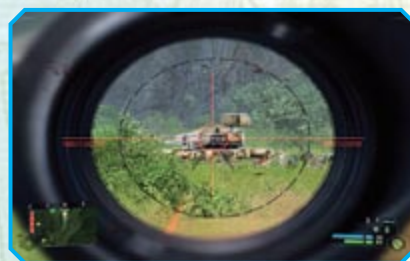
You can't get a clear shot of the AA battery to your west, so make a decision: Attack the KPA infantry guarding the tank trap, or continue along the perimeter heading southeast.

Attacking the Guards: Maneuver down the path and lob a Smoke Grenade to hinder your attackers, then destroy them with Missiles, Grenades, or your favorite rifle. You can then easily look southwest and aim at the AA battery from this distance and destroy it. Then ransack the goods behind the sand crates at the blockade: Gather Explosive Charges and Smoke Grenades.



There is also an LTV to make use of when you attack the second KPA AA battery.

Heading southeast: If you wish to ignore this combat, head southeast along the wooded perimeter, and stay on the very edge of the perimeter wall.



After a good five to ten seconds of walking, look right (09) and locate the AA battery through the trees. Launch a Missile from here. You can now stay at this perimeter and continue all the way to AA battery 02 if you wish.



Naturally, you can attack the blockade guards using a Tank, and from any other direction, but this route offers the best protection and the element of surprise.

OPTIMAL PATH



04C. Destroying AA Batteries 02 and 03



Attempt this route no matter which path you chose to finish the first AA battery. This route allows you to complete Objectives 04 and 05 with ease.



Walkthrough

onslaught
Objective 04

Long-Range Missiles:

From the brown earth promontory (A), continue your journey along the railroad toward a sniper tower and chokepoint (C), where a group of Special Forces and snipers are waiting. A number of methods can be used to secure this location:



Plan 01. Tank Cannon Carnage: The first one to try is to launch cannon fire at the foes on the tracks, then up at the sniper tower, and swing right to catch the sniper

standing on the rock ledge. Continue to destroy a second sniper tower (D) that overlooks a lake to the east. Squeeze your Tank through the concrete barriers toward a parked LTV. This is empty, so don't destroy it.

When no signs of life move past the barrier, continue along the rail tracks. Ignore the road to your right, and travel behind a rocky hill, or down and left, to the shore of the lake. Stop at the LTV (E).

Plan 02. Turret

Takedowns: Park your Tank within turret range, but not too close. After any foes with Missile Launchers have been defeated, step out of your Tank, hop onto the turret roof, and lay waste using the turret. This makes taking down the four snipers much easier. There is a sniper on the rock ledge up and right of you. Another is on the tower to your left. Two more snipers are on the tower ahead, overlooking the lake. Defeat everyone using the turret, then continue along in the Tank to the LTV.



Plan 03. Pedestrian

Punishment: You can pull your vehicle into the grassy slope on the left (A) and hide the vehicle from the enemy fire. Then Cloak (or better yet, Speed Sprint) along the rocky wall below the barrier all the way to a set of large rock steps (B). Turn southwest, then west, and try any of the following:



Crouch while cloaking and snipe the snipers in the tower and on the rock ledge. Then move to the cover of the barricade and finish the heavily armored foes with your favorite rifle and Grenades.

Lob Smoke Grenades as you close in, Speed Sprint and Speed Climb up the sniper tower, knocking the sniper away from his perch, and use this structure to rain Grenades and rifle fire down on foes.

Or, you could back off to extreme range and snipe from any of the thickets en route to this point.

Or, you could Cloak and head southwest to the rock wall, turn northwest, and climb onto the narrow ledge the sniper is waiting on. Dispatch him now, or before you make the climb, then rain down Grenades and rifle fire.

Or, try heading east to the upper sniper tower (D) and snipe both foes, or climb and defeat the foes at close quarters. Then turn to face west and snipe all the foes from this vantage point, after clearing the two palm trees blocking your view.

There is a stash of Explosive Charges to collect from this barricade.



Now continue in your Tank, vehicle, or on foot to the LTV. Any KPA menace overlooking the river is dangerous if you leave it intact. Look due east through your

sniper scope and pick off any foes you can find.

Now head southeast along the railroad until you spot the next AA battery. It is a simple matter of blasting it with a Missile or attaching an Explosive Charge and standing outside the blast radius.



Pass the burning wreckage of the AA battery and continue along the railroad for a second or two, then slow down and look to the northeast. Across the sunlit lake, to the right of the small island in the middle of the lake, on the opposite shore, is the last AA battery. Use a Missile or cannon fire to destroy it without having to approach the enemies in this area!



You should now listen to Major Strickland and paint the munitions dump for an Air Strike (Objective 05), which is far easier than you might think!

OPTIONAL PATH



04D. Destroying AA Batteries 02 and 03 (Vantage Points)



These other options are available to complete this section via a different route, or if you are having trouble tackling the barrier and sniper towers.

The vantage points shown are imperative for the following:

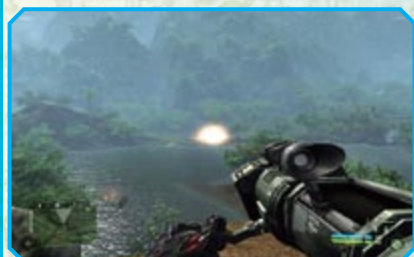
The destruction of the second and third AA batteries.

The destruction of the upper sniper tower overlooking the lake.

The targeting of the munitions dump (Objective 05: Part 2; although only one place allows you to paint the target).



If you are in the valley or near the blockade of tank traps to the east after destroying the first AA battery, you can try the following hiking options:



Hike 01. Up the Curved Lake Cliffs: If you move southeast from the remains of the first AA battery, you can use Strength jumps to bound up the rocky cliff

in front of you (01). This takes you all the way to the "spine" of the cliff. Spend a few minutes finding a great spot from which to fire your Missiles (02) and then let rip!

You can also slide down this cliff side to the lake, the cluster of KPA blocking the dirt road to the village, or anywhere else you wish to explore.



You cannot lock onto a target with the Missile launcher. Therefore, zoom in to locate the enemy tank or battery, keep your laser dot on the target, then zoom out. Adjust the trajectory up slightly and hold your aim steady as you fire. Keep your reticle squarely on the target until impact.

Hike 02. Up the Southwest Lake Cliffs: You can run along the top of this large rocky hill by heading north from the upper sniper tower (03). Alternatively, from the gully between the two cliffs (04), move southward into a small forest and locate the grass growing partially up the side of the cliff (04). Strength Jump up onto the ledge and follow the grass up to the cliff's spine. You can now mount an assault on the upper sniper tower on foot, and attack the barrier by the railroad (near 05), or else find a vantage point offering views of all the targets you wish to destroy (05).

Plan 03: Into the Lake Gully: Your mission doesn't need to involve rock climbing: You can move to the gully between the two cliffs (06) and bring out your preferred weapon. Drop two heavily armored guards along the pathway that leads to a lakeside jetty and a Speedboat.



From this location, you can travel anywhere on the lake, but there are Speedboats to the southeast at a mooring at the base of the munitions dump settlement (06), and to the east-northeast by the AA battery on a shallow rock outcrop (07).



You only need to use the Speedboat to reach the southern side of the lake, unless you're out of Missiles and want to destroy the eastern AA battery at close quarters.



You acquired the Speedboat!



Walkthrough

onslaught
Objective 04

If you don't have a Missile Launcher to destroy the AA battery by the lake and the one by the railroad up and to your right, you should begin an infiltration of the second blockade (04). Use the Speedboat to reach the blockade jetty and rush eastward, leaping onto the outcrop and hiding by the small vertical rock atop it.



You should now engage the enemies from the partial cover the vertical rock slab gives you. By now, you should be utilizing the "double Grenade" technique of

throwing one Grenade behind a group of foes, then one in front so they're stuck between both explosions. Cut down the remaining foes with your rifle fire.



ADVISORY

You can always move atop the cliff overlooking this blockade (near 04) and snipe from cover, height, and range.



Continue battling toward an LTV, as Recon teams tend to be lurking in the undergrowth around these parts. Resist the temptation to destroy the LTV, but carve up the

enemies using the techniques you perfected in previous missions. For example, use the sand crates as cover and optionally Cloak if the combat is taking its toll on your health.



Finally, attach an Explosive Charge onto the body of the AA battery and destroy it. The following items can be grabbed, either during the battle

or after the area is secure: Explosive Charges, Pistol ammo, and Smoke Grenades.



Plan 04: Speedboat

Hut Hunt: If you're approaching from the railroad and want to maneuver into close combat on the lake's eastern side, you can try driving or running to the Speedboat shack to the south, which offers a Pickup to drive up into the dump area (Objective 05), or a Speedboat to pilot across the lake.



Plan 05: South of the

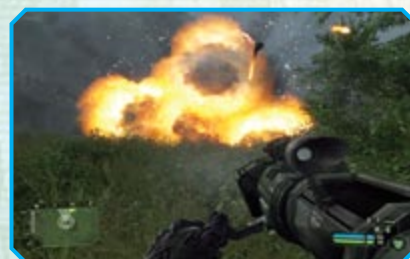
Blockade: There are two other main plans to try when attacking the squad of enemies near the AA battery on the lake side.

First, you need to maneuver around the cliff, along the dirt road (04), heading south from the first blockade (04). When you can see the ditch in the road, try one of the following plans:

Drive a Tank along here, blasting foes with your cannon and attached machine gun. Drive over the ditch and shoot the AA battery before finishing stragglers with the turret machine gun you exit the vehicle to reach.

Or, you can use the boulders and side of the cliff, Cloaking and then lobbing Smoke and Frag Grenades into the quartet of foes just beyond the ditch. Then methodically dispatch the rest of the foes with weapon fire or your Missile launcher while using the rocky sides as cover.

Or, you can peel off eastward into the perimeter woods to your left, southeast of Waypoint (04), and hide in this area before beginning Plan 05.



**Plan 06:
Sneak**
Sliding Away: An excellent method of defeating the lakeside blockade is to continue heading along the eastern perimeter in the woods from

Waypoint (04), where you shot the first AA battery. Continue moving while Cloaked, if you wish, until you reach the edge of the ditch (04). Then attack the four foes from the side.

You can utilize the cover this woodland affords you, staying between the trees or pushing forward into the open, depending on how the enemies react to you. Smoke and Frag Grenades are excellent here. When you've destroyed any Recon soldiers south of the sand crates, take a moment to shoot the final AA battery and the sniper tower across the lake.



Walkthrough

Objective 05. Part 1: Sabotage the North Korean Munitions Dump

Objective 05. Part 2: Paint the Munitions Dump in Preparation for the Air Strike



"Light her up, son. Let's hit them hard!"

—Major Strickland

onslaught
Objective 05



ADVISORY

Although you are given Objective 05: Part 1 first (before Objective 04, in fact), if you followed the plans during Objective 04, you receive an additional Objective (05: Part 2), to target the munitions dump for an Air Strike, now that all AA batteries are destroyed.



Move to this location, ideally after you destroy the barrier enemies on the railroad nearby. Then look east-southeast toward the depot, bring out your Binoculars when

prompted, and press **01**. A duo of fighter jets bombards the area with explosives, completely destroying these enemy Tanks! You can now immediately begin Objectives 06 and 07.



POINTER

You can destroy the sniper tower, as you only need to be standing on the cliff promontory overlooking the lake, not atop the tower itself. (Although the strike can be ordered from the tower, too.)

OPTIMAL PATH



05A. Calling in the Air Strike Immediately

There is only one place where you can call in the Air Strike and complete Part 2 of this objective first (which is preferred). Make sure that all the AA batteries are destroyed. Then check your Binoculars. You see another target has appeared, as well as the munitions dump. It is the upper sniper tower **C2**.





POINTER

The remainder of this section details the various ways you can assault the munitions dump settlement, and destroy the depot without resorting to Air Strikes. Choose these options if you didn't defeat all the AA batteries, or you wish more close, house-to-house combat. You can also attempt everything except destroying the depot if you finish Path 05A, too.

OPTIONAL PATH



05B. Securing the Munitions Dump Settlement (from the West Railroad)



Plan 01: Driving to Destruction:

If you still have a Tank or an LTV, drive it along the railroad toward the outskirts of the settlement **B1**, where a machine gunner

sits by his nest. Tag him and drive around to the right, avoiding all the sand crates.

There are about 16 heavily armored KPA foes in this eight-building settlement, as well as the Tank to the northeast, near the waterfall. You can try one of the following plans if you want to continue driving into this settlement:

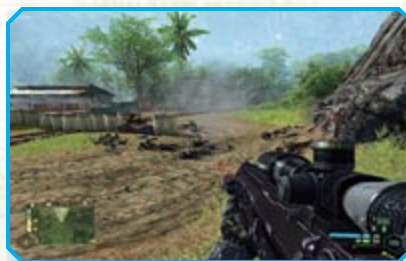
Make a sharp left turn after the first shack **B2**, and locate the Tank ahead of you. Blast it with your cannon, if you're in the Tank.

If not, steer right instead, away from the Tank, and ignore the gunfire as it pings off your LTV's armor. Drive north-eastward, to the munitions dump to set it ablaze manually.

Or, you can park your LTV, and roam the area on foot.

Or, you can stop and methodically shoot the enemies using the LTV's turret.

Or, you can drive and park, using both the turret and your own weapons, and the LTV as moving cover.



Plan 02: Running into a Rampage: If you don't have a vehicle in which to advance through the settlement and thereby attract all manner of KPA small arms fire,

stop and plan a more subtle approach to this building-to-building combat. Remember to utilize any and all tactics from your previous experience of tackling the village mission. The following represents a good plan for clearing all foes from this area, beginning at the machine gun nest **B1**.

Turn to face a northeasterly direction, and ready two rifles: one with a Sniper Scope, and one with your Iron Sight or Reflex Scope. Hop over the sand crates and rush over the vegetable patch to the first building **B3**. Bring out your Binoculars if you're not taking fire and check for foes. Use the metal fencing as cover, but stay away from the oil boiler to your left.



WARNING

You may run out of rifle ammunition during this part of the Mission. React with one of the following plans:

Pick up ammo from every soldier you slay.

Locate the KPA trailer and stock up, whether you're under fire or not.

Find one of the parked LTV and use the turret on top of it.

Retreat, and ignore this area.

Stay in this area and fire three Missiles into the Tank if you haven't destroyed it already. This is a reasonably safe place to try this out, as you aren't likely to be surrounded on all sides. You continue to face stiff opposition from heavily armored foes, but stay in this area and wait for the foes to come to you. When only a smattering of foes remains, push northeast toward the next shack with the rusting car near it **B4**.





This isn't particularly safe, so hop over the fence and use the sand crates across from the now-smoldering Tank as cover. Take care of foes coming at you

from across the main road. Face east and defeat them all, using previously honed techniques. Then move northeast toward the blocked bridge (B), and use the sand crates and shack here for additional cover.



Press on across the dirt road heading east, using the line of sand crates as cover, and assault the machine gun nest and white shack on the other side. Under

the metal wood storage structure (B), you'll find a Missile launcher. Now turn southward, and head along the dirt road to the left of the building. Drop the Recon unit roaming around here.



ADVISORY

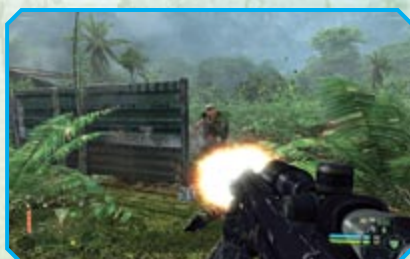
Remember that Grenades are helpful in flushing foes out from hiding places, covering your tracks, or attracting attention in a different part of the settlement.



ADVISORY

If you need to know where the munitions dump is located, look for the large radio mast.

Head through the trio of shacks near the tomato plantation (B) and continue moving roughly south or southeast toward the munitions dump. The Tanks aren't active, but



there are still some KPA soldiers running about, especially in the trees near the parked LTV to the southwest. Either defeat all the soldiers or destroy the munitions dump and flee; either is satisfactory.



Plan 03: Other Methods of Settlement Securing: There are near-infinite possibilities for tackling this settlement, using techniques you developed in your previous experience. Below are some of the ones you may have the most entertaining time trying:

Grabbing and lobbing chickens at the enemy (amusing, but inflicts minimal damage).

Rolling cable spools into foes.

Strength Punching the larger objects into enemies, such as the generator trailer.

Cutting palm trees down to use as cover.

Lobbing explosive barrels at foes, using their bullets to catch the barrel on fire.

Using a variety of new objects, such as the potted ferns, as armor and lobbing them at foes.

Throwing foes off into the river or waterfall, or into buildings.

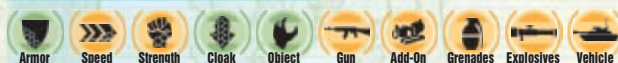
Seeing how many chickens you can slay with a Missile strike or planted Charge.

Hiding in the orange refuse containers, and sniping from them.

Leaping from rooftop to rooftop in a Strength-induced frenzy.

Using your available Grenades (Smoke, Frag, and Flashbang) to defeat all foes.

OPTIONAL PATH



05C. Securing the Munitions Dump Settlement (Other Routes)



POINTER

Use these routes if you're heading up the east side of the valley, near the lakeside blockade, and don't wish to target the Air Strike. Use one of the parked LTVs near the AA battery to journey up the hill. If one isn't available, simply run up the road.

Plan 01: Drive and Dive: Maneuver up the dirt road as it winds toward a bridge that is completely blocked with tank traps. Don't reveal your location by driving too close to this area (B). Instead, stop before the crest of the hill and slink into the woods, heading southwest.



Walkthrough

ONSIGHT Objective 05

locate the river near the waterfall, under the bridge. From here, you try the following:

Cross the river and Strength Jump up to the sand crates (12), beginning a slow but steady infiltration of the settlement. Be sure you blast the Tank to the southwest with three Missiles, or Cloak and clamp a Charge onto it before you continue.

Or, stay under and around the bridge, lobbing Grenades up and into the fortifications, before waiting for foes to come to you.

Or, remain at the north side of the bridge, using the tank traps as partial cover, and snipe foes you can see. Lob more Grenades in, then use Smoke Grenades and cross the bridge using Strength Jumps.

Now begin a thorough defeat of the KPA forces throughout this settlement on foot.



You encounter little resistance this way, and you find a couple of choice spots from which to infiltrate the settlement.

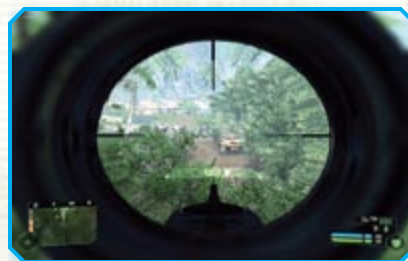
The first is around the bend in the river to the southwest (13). Locate the mud-colored bank and either drive or dash up. You're near a trio of shacks adjacent to the tomato plantation. You can quickly head left, and reach the munitions dump easily.



Or, you can head farther upstream (but don't reach the waterfall as that is too far). Peel off to the right and locate the rear entrance to this settlement (14). Be very careful negotiating the ground and avoid all the barbed wire or you'll set off mines. You can easily enter the depot now, or better yet; lob a Grenade into the depot shack without entering the area at all!



Plan 02: Drive and Head Upstream: Drive or run up to the bridge (11), but instead of peeling off to the right, head left into the river, then drive or run upstream.



Plan 03: The Hidden Promontory: As you leave the lake area via the road and start to head east, look at the sloping grassy area to your left (15). This

is actually a great area to maneuver through armed with a rifle.



Continue up this grassy embankment, keeping the dirt road to your right, until you reach a promontory with two KPA troops waiting for you (16). Drop them

both immediately, then secure the area. Additional Recon enemies may be maneuvering in this zone.

This promontory offers exceptional views. In fact, you can target the sniper tower, both AA batteries, and (more importantly) the munitions dump from here. Launch a Missile, or even snipe one of the fuel tanks at the back of the depot, and destroy it from this extreme range!



ADVISORY

If the objective isn't awarded, it is because a Tank hasn't blown up. Shoot another Missile into the depot to finish the job.

You can now maneuver anywhere you wish, avoiding the settlement completely, or heading toward it via the bridge. However, you can also drop down and move southward through the forest (17). If you use the path, you encounter a four-man Recon unit near the river at Waypoint (18). Try keeping to the upper ground to the left so you can surprise them, and not the other way around. Then choose whatever route you like to escape (down and off the waterfall, or around the rear of the settlement).





Plan 04: Approaching from the South: This is another excellent place for demolishing the munitions dump without getting your hands dirty with building-to-

building, on foot combat. Drive (ideally a Tank) eastward along the railroad, passing the shack and KPA trailer.

As you reach the final KPA barricade (Objective 07), turn and look south (W). The depot is right in front of you and it has limited defenses. Trundle over and blast away, or destroy the depot on foot, then run around the back to the shack for cover.



Plan 05: Heading up from the Lake Shack: If you're approaching this settlement from the southeast side of the lake, take the Pickup Truck (U) or move south-

eastward, then east, on foot. This leads you into the edge of the settlement and a machine gun nest (U). Expect heavy resistance from foes and the Tank. It is safest to run right, to the first building by the vegetable patch, and begin **Path 05B: Plan 02**.



ADVISORY

If you approach from the lake, try shooting the Tank from the boat mooring. Look up and east at the cliff and fire Missiles.



Walkthrough

OPTIMAL PATH



05D. Destroying the Shack, Ransacking the KPA Trailer



Destroying the Munitions Dump: Without an Air Strike, try one of the following plans to blow up the munitions dump at the eastern edge of this settlement:

Fire a cannon or turret machine gun round at the fuel tanks or explosive barrels.

Fire any weapon at the fuel tanks or explosive barrels.

Fire three Missiles at one of the Tanks.

Attach an Explosive Charge to one of the Tanks, fuel tanks, or barrels.

Throw an explosive barrel into the cluster of explosive barrels.

Lob a Grenade into the cluster of explosive barrels.



POINTER

Ransacking the trailer may be necessary, before or during the securing of this settlement. Use this trailer as cover.



Ransacking the KPA Trailer

Trailer: Whether you've destroyed the munitions dump or not, the KPA trailer (U) on the north side of the settlement near the rail tracks is your safest source for items. Grab your weapon of choice here: Shotgun, FV71, or SMG. By risking enemy fire, you can also pillage more items from the crates in the center of the village, including FV71 and ammo, SMG and ammo, Explosive Charges, Rifle Grenades, Frag Grenades, Smoke Grenades, Flashbangs, Precision Rifle and ammo, and Shotgun and ammo.



onslaught
Objective 05

Objective 06. Retrieve the Gauss Rifle

Objective 07. Proceed to the Mine



"Push up, Marines. West side of the valley! I'll lay down suppressing fire. Move out!"

—Major Strickland

ADVISORY

With the fuel tank destroyed, and (ideally) all the settlement enemies defeated, you have two additional tasks to complete before you can push on to the mine.

ADVISORY

Whether you defeated the ground troops in the village or not, after the munitions dump is blown up, the Gauss Rifle is delivered. This means you can use the Gauss Rifle on the foes and Tank in the settlement. However, it is wiser to keep a full complement of ammo for this weapon for the next mission: Awakening.

OPTIMAL PATH



06A. Going for the Gauss Rifle



nest by the settlement vegetable patch **A1**. Move to this location.

Watch as the VTOL lands and let the Marines exit before you enter. Swap your least powerful rifle for a brand-new, state-of-the-art weapon: the Gauss Rifle! Grab the box of Gauss Rifle ammunition, too. Back out of the VTOL and affix your favorite scope onto the Gauss Rifle (the Sniper Scope is recommended).



Back out of the VTOL and affix your favorite scope onto the Gauss Rifle (the Sniper Scope is recommended).

You acquired the Gauss Rifle!

POINTER

A second ammo crate for the Gauss Rifle is inside this VTOL. This means you can defeat the foes at the final blockade (Path 07A), then return to restock this weapon.

The Gauss Rifle is a one-shot rifle with a long reload, but its shots can drop a soldier and immobilize a Tank! This is an excellent anti-vehicle weapon and sniper rifle in one incredibly powerful package!

OPTIMAL PATH



07A. Southeast Exit to the Mine

Plan 01:
Engaging the Blockade: Drive or run southeast toward the barricade until you reach the tank traps **A1**. Disembark from a vehicle if you're in one. You can use your vehicle's turret to destroy the two foes on each machine gun nest, or use the vehicle as cover. Then break into the woods (right), or toward the rocky gully wall (left).



If you're approaching on foot, venture toward the barricade from inside the settlement.

Speed Sprint or Cloak and reach the concrete barrier on either side of the railroad gully (R) and use it as cover. Lob Smoke Grenades as you approach and offer up Frag Grenades to get the remainder of the six-man team out in the open. Then step around the barricades and finish them with rifle fire.



Or, you can use your Gauss Rifle from range.

Or, you can fire Missiles at them from range.

Or, you can Strength Jump around the area, raining rifle death from above.

Be sure you've taken down everyone (including the foe behind the stack of sand crates at the back of the barricade) before you continue.



Plan 02: Coming in from the Western Woods: Prior to reaching the barricade, you can drive or dive right into the small wooded area. Sneak around the perimeter rock

wall so you're viewing the barricade from the side (R). Then attack with your favorite weapons. Grenades work well here.



Plan 03: Coming in from the Eastern Rock Gully: You can even make a daring approach from the gully above the foes, although this takes some planning! Drive your LTV around to the rear of the forested area behind the munitions dump. Then accelerate toward a sloping area of rock wall (R) and drive up it. Leap out before the vehicle falls, land on top of the gully, and work your way around and behind the barricade. You can now attack them without them benefiting from cover, or ignore them completely and exit to the mine.



Once you've delivered the final blow to the last soldier, check your ammunition levels (especially if you used the Gauss Rifle). Take any additional ammo you need. Then

charge down the railroad until you reach a massive fissure in the road. Your companions are stalled here, while you continue on toward the mine.



Walkthrough

onslaught
Objective 07

STAGE 05: AWAKENING

STRATEGIC MAP AND OVERVIEW

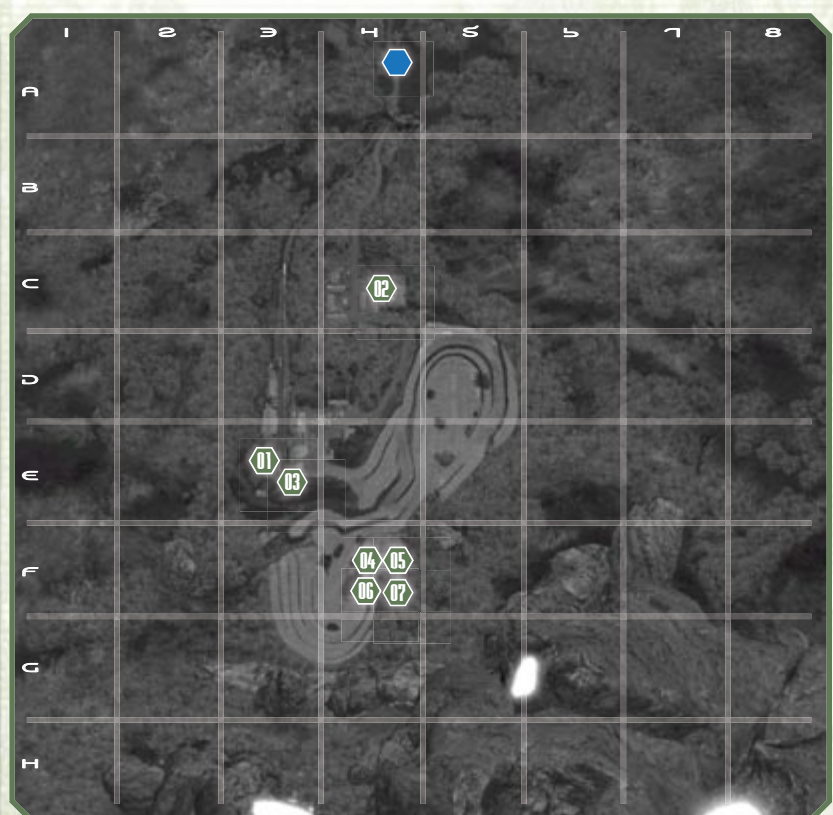
AVAILABLE INTEL: LOCATE AND EXTRACT CIVILIAN HOSTAGES

Dr. Rosenthal's daughter, Helena, and a colleague are being held in a mining complex in the mountains. Locate and extract the last two hostages.

The location of General Kyong's secret is about to be unveiled as you move closer to the giant mountain and the tremors become more pronounced. In between intermittent rock falls, you must press on to clear a refinery crusher facility of foes so Strickland's men can land and assist you in the push to the mine entrance. Before this happens, however, you have the option of infiltrating and neutralizing a compound filled with KPA troops and a Tank. The largest of the compound buildings houses intelligence data that, while not imperative, is certainly needed by the U.S. military.

After you have achieved this, you can advance to the refinery crusher and meet fierce resistance in the form of Nanosuit troopers from the KPA, some of which are sporting a new and incredibly dangerous Minigun. Naturally, after you defeat one of these troops, you can try out this amazing weapon yourself! With the crusher secure, the Major's VTOLs can land and you can begin a trek to the mine entrance.

Along the way, you must nullify a couple of KPA Tanks and a number of less dangerous vehicles. The gigantic mine workings are dotted with troops as well. You'll have a drive in an LTU, followed by periods of frantic firing to push to the mine entrance, where you'll encounter a series of trenched machine gun nests with a concentration of troops. After defeating them and entering the mine, you must battle some Nanosuit KPA troops, fighting Minigun fire with Minigun fire, until the mine gives way to a more natural, but no less dangerous series of tunnels and caverns. At the end is General Kyong. He is about to try to harness energy more powerful than the world has ever known.... He must be stopped at all costs!



OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
E3	01	Proceed to the Landing Zone next to the Crusher Building	E3	03	Secure the Landing Zone
C4	02	Infiltrate Office and Retrieve Intelligence Data	F4	04	Infiltrate the Mining Complex
			F4	05	Locate the Hostages
			F4	06	Eliminate General Kyong
			F4	07	Evacuate the Hostage

LEGEND

- Deploy Point
- Objectives

Objective 01. Proceed to the Landing Zone next to the Crusher Building



"That air support I promised you is on hold until we can secure a safe landing zone."

—Major Strickland



The routes to the LZ over at the crusher building are varied, but there are two main paths to take: negotiating a mining compound (Part 1), or moving along a railroad track to your west (Part 2). The railroad route is quicker and less dangerous. However, the mining compound offers much more ammunition and takedown opportunities.

OPTIMAL PATH



01A. Breaching the Exterior: Heading to the Water Tower

Plan 01.1
Sniping, Then Sneaking: From your initial deployment spot, run up the dirt road toward a small jutting corner rock on your left (A1) that offers a good hiding spot. Edge right and using your Sniper or Gauss Rifle, and the Sniper Scope, drop the sniper tower foe with a single shot. Crouch and use Strength if you don't trust your aim.



After the sniper goes down, Cloak and cross the dirt road heading toward the large tree in the woods to your right and drop to the ground (Z) behind it to recharge. Two KPA

Helicopters head northward away from your location. Ignore them; don't engage them with Missiles! Now Cloak again.



Head southwest through the woods (Cloaking is optional, as there are no foes that can see you). Pass to the right of the barbed wire fence and move to the corner of

the compound (A2). There's a gap in the metal fence here, allowing you access into the settlement. Sneak in using Cloak so as not to raise alarm until you need to. You can now begin **Optimal Path (B): Counterclockwise Securing**.

Or, you can run along the right perimeter fence all the way to the opposite corner (A3). This allows you to ignore the enemies inside the compound entirely (although some head in from the dirt road when you reach the U), as well as the foes on your right, on the railroad. From here, you can continue southward, turn left (east), or right (west).



Plan 01.2: Continuing South: If you choose a minimum of confrontation, switch to Strength and move over the barbed wire fence to your right, then clamber (and Strength Jump) up the rocky hill and through the trees to a vantage point (A4) overlooking two slag piles and the crusher building itself.

Plan 01.3:
Heading

East: Or, you can skirt another long perimeter fence (remember you can leap over the fence into the base at any point along this run). When you reach the end of the fence (A5), you can peel off to the right and ignore the compound, but a better plan is to try one or more of the following:



Cloak, and enter the compound via the main road exit you're right next to, moving west, and using the pallets and truck to hide behind. You can Cloak or Speed Sprint into

the depot (Building D on this guide map) and begin a counterclockwise or clockwise securing of the base.

Or, you can move eastward, toward the dirt road and gigantic mine work pits, looking for a parked KPA Tank. Stop in cover (A6). This vehicle may be here or may be patrolling inside the compound if you weren't quiet enough and the alarm was sounded. It is a simple matter of shooting two Gauss Rifle rounds, two Missiles, or Cloaking and clamping on some Explosive Charges to destroy it before it even moves!



Walkthrough

AWAKENING
Objective 01

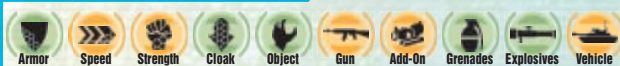
Plan 01.4:

Heading West:

Or, you can peel off from the compound area entirely and head through the undergrowth to the middle of the railroad to begin taking down the patrolling guards. This isn't quite as cunning as approaching from the north and heading south down the tracks, but you reach the LZ faster.



OPTIONAL PATH



01B. Breaching the Exterior: Other Ways In

Plan 01. Fence Leaping: Less impressive, in terms of stealth, is the plan to leap over the metal fence by means of a simple Strength Jump. Remember you can leap anywhere around the compound perimeter, although the best place is near **B**.



ADVISORY

You can also leap *out* of the compound at any time, too: Attempt such a move if you're being overwhelmed and wish to flee the area or retreat and attack from a different direction.



Plan 02.1. Gate

Sprinting: If stealth isn't your style, you can always rush the front gate! Use Speed Sprinting and blast the guard in the machine gun

nest along the way, while you hide behind the metal cross posts as cover. Ignore the minefield to your left and stop running at the fence just left of the entrance **B**.



WARNING

The minefield to the left is highly dangerous and you'll be blown up if you leap into this area. Stay away! Grenade lobbing activates some of the mines, but there are quicker ways into this compound.



Plan 02.2. Leaping In: From the left side of the gate you can simply jump over the fence, surprising some foes, and then head east to seek refuge in Building E. You can now start a rather intensive clockwise securing of this facility, as many foes have now spotted you.



Plan 02.3. Gunfire at the Gate:

Or, you can choose to fire on the incoming foes (and those milling about the base) from the relative safety of the gate. You know you won't be attacked from behind if you stay here and shoot foes heading to the Transport Truck. After around six or eight kills, enter the base and begin counterclockwise or clockwise securing of each building.



Plan 02.4. Keep On Trucking:

Instead of destroying the Transport Truck parked at the main gate, you can utilize it both as cover (although watch

out for enemy fire that could strike the explosive barrel on the flatbed) and as a vehicle to drive. Hop in the driver's seat (ideally after dealing with the roaming Tank) and drive south, then east and out of the compound. There's no need to slow to shoot foes, as all they do is damage your Truck.



Plan 02.5. Nabbing Items at the Nest:

You may fire from the gate, or move east from the compound corner **B** and loop behind the nest to slay the machine gun soldier. When the

gunfire dies down, grab five Frag Grenades and F471 ammo from inside the nest. Prepare for possible incoming foes that may come from this side of the gate.



POINTER

Paths 02A, 02B, and 02C all involve entering this compound, which isn't strictly necessary for mission completion. However, Path **B** is the safest route to take throughout the compound. Also, for this walkthrough, all the main compound structures have been assigned letters, but these don't appear in-game; they appear only on this guide's map.



ADVISORY

The preferred weapon at this juncture, when investigating the interior of each building, is a Flashlight-equipped Shotgun. This really gets the job done quickly!

Objective 02. Infiltrate Office and Retrieve Intelligence Data



Walkthrough

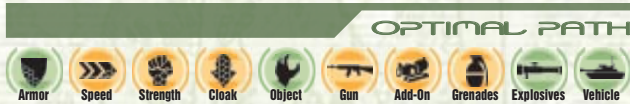
"Fine job, son! We've got firm location for Kyong; he's holding hostages inside the mine!"

—Major Strickland



POINTER

During your maneuvers around the compound, Strickland radios in requesting that you locate some intelligence data the KPA have inside the main office building (marked "G" on the guide map). Follow one of the routes shown below to retrieve this information.



02A. Clearing the Compound: General Tactics



POINTER

Remember you can flee, retreat, or depart the compound at any time. The following information shows the best route to take to enter each compound building and what each contains. The thumbs up and thumbs down icons are there to show which buildings are more important to enter.

Main Tactics:

If you're flushing all the foes out of this compound, expect a protracted and violent combat. However, there are certain general tactics that you should employ to increase your survival chances. Here are some of the best:



When spotted, stay in a defendable area of the compound (such as the corner of a fence or interior of a building), so that foes can't swamp you from more than one direction.

Let the enemies come to

you. Don't steam in and cause a ruckus (although that's wildly entertaining, but usually results in a swift death at higher difficulty levels!). Instead, calmly peer around a corner, grab some attention with a few shots at an explosive barrel or a Grenade, then wait for the enemies to come to you.



The roofs of these buildings are sturdy enough not to collapse, meaning you can Strength Jump up onto them, drop to a Crawl, and bring out your Gauss Rifle, Missile Launcher or Precision Sniper Rifle (which you can grab from the defeated foe atop the sniper tower) for a spot of long-range target practice!



Clear areas in a methodical manner. The two main ways are shown below (a clockwise, or counterclockwise securing); this ensures you don't miss anyone that can attack

from behind later on. Don't worry about a quick completion time either. That mountain may be rumbling, but it isn't collapsing...yet!

Choose the correct weapons for the job: use Smoke Grenades to offer cover where there is none (when dashing across the main dirt road, for example). Use the Precision Sniper Rifle to pick off foes during a close-combat lull. Choose the Shotgun for interior combat, and the SMG or Gauss Rifle for exterior takedowns.



AWAKENING
Objective 02

When you're entering some of the more populated, two-floor buildings, Flash Grenades (which can be grabbed from the Mess Hall kitchen in Building C) incapacitate an otherwise highly armored set of foes.



You can also try moving the many objects to an entrance you're defending and barricade yourself in!

There are some odd, but effective plans you can also try, too, like Cloaking and moving a little too close to a foe so they follow you, then head into a building, Crawl under a table, and wait to ambush them!

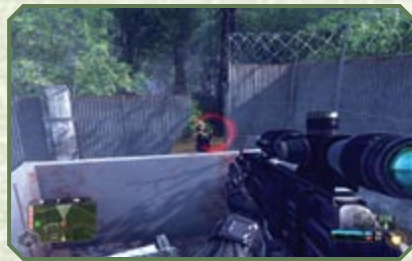
OPTIMAL PATH



02B. Clearing the Compound: Counter-Clockwise Securing

Plan 01.1: Building A, Exterior Grounds:

If the base isn't secured when you enter here, expect foes to enter from the gap in the corner of the fence (P). At least six of these foes come up from the railroad. It is wise to spend a minute or two trying any of the following:



1. Hide in the white metal container and stand up to tag foes from good cover.
2. Stay by the white metal container and let the enemies come to you, then use the pallets and the base of the water tower as cover. Don't venture forward or you'll be swamped.
3. If you forgot to tackle the sniper in the tower to the east, simply lob a Grenade at the base of the tower (ideally when fighting a couple of foes) and bring the entire structure down!
4. Or, climb the sniper tower if you wish, and begin some frantic (but entertaining) takedowns of foes scurrying throughout this compound.



5. You can also hug the wall to the east, next to the compound entrance, and face south to blast foes that encroach from Building B and the main yard.

6. If throwing objects is your forte, the best bet is to pick up a barrel or two; they are littered all around Building A.

Don't venture to the south side of the building (and into Building A's entrance) until no more threats are visible on your radar. Then move along the western side to Building A's entrance (02B. 1).



You can stay in this initial area and wait for additional troops to investigate until most of the exterior enemies in this compound have faced you. Naturally, you can do this in any part of the compound, too. This is a good way to thin out the foes.

Plan 01.2: Building A: The First Aid Hut:

There is only one entrance in the south wall of this building (01) and it leads to a washroom that's been turned into a makeshift first aid hut. There's little of interest here, except a bathroom, sinks, and shower stalls. However, remember this building if combat isn't going well; you can retreat here to recuperate.



Plan 02.1: Building B, Exterior Grounds: It is wise to stay in the southwestern area, to the right of the building (if you're facing south), as the opposite side

opens up into the main base. You'll attract a huge amount of attention if you head eastward. Now try some of the following:

1. Use the cluster of sand crates between Buildings A and B as excellent cover when sniping or blasting foes coming in from the yard.
2. Catch foes coming out of Building B by blasting the explosive barrel near the north-side entrance (02).
3. The low metal fence at the eastern edge of the building's grounds, next to the main dirt road, offers good protection from the rest of the compound. You need to watch your back for foes attacking from behind, however.
4. The southern alley between Building B and C is narrow, but then opens up, making you an easy target. You can blast the explosive oil heating tank near the south entrance (03).
5. A quick infiltration from Building A to B is easily attempted if you stay to the west and run to the western entrance at the end of the building (04).
6. There's a wealth of entertaining objects to hurl at foes, such as tires, barrels, ammo crates, a barrel or two, a shovel, and a two-wheel crate dolly.



Plan 02.2:
Building B, Barracks: Expect little to no resistance in this building if you've been following the plan of staying outside and letting the enemy come

to you. This barracks has a single story and features three entrances. Two are near the open dirt road. The western entrance is safest and also is right next to a room with ammunition. Enter and grab the following: FV71 and ammo, Shotgun and ammo, Rifle Grenades, and a Missile Launcher.

Other than grabbing this ammunition, use this building only as a thoroughfare, moving from the main yard into the relative safety of the building, if you need to. Use the windows in the ammo area near Waypoint 04 to fire through, but don't try leaping through them; it's nearly impossible!



Remember that all three entrances to this (and any building) offer excellent cover and are great for peeking or sidestepping out to blast a foe before retreating, if Cloaking and escaping isn't working for you.



The Missile launcher is of particular importance (unless you have a fully stocked Gauss Rifle) because if you take too long in this area, a KPA Helicopter moves in to attack you. Stand on a building roof after a Strength Jump up there, and blast it with two or three Missile or Gauss Rifle strikes.

Plan 03.1:
Building C, Exterior Grounds:

The main mess hall grounds have the usual narrow alley between the building and the perimeter fence, and this is a great way of safely moving to the southwest corner of the compound. You can also leap on the wooden crates or green trash bin here, turn east and check the building interior for foes. The north-wall entrance 05 offers easy access if you're running westward from the yard or Building B.



The eastern exterior overlooks the middle of the compound and offers a metal fence, and a small yard with a metal hut near the dirt road. There's nothing of value here, except objects to hurl, so only use this area to move



between parts of the compound. The L-shape of Building C means one of the two entrances is on this side, but faces north 06.

The southern alley offers a quick route into Building D, and into the yard by the metal hut.

There are also barrels, explosive barrels, crates, two-wheel crate dollies, black and green trash bins, and ammo crates to use as weapons or shields (except for the explosive barrels, naturally!).



Plan 03.2:
Building C, Mess Hall and Kitchen: This building offers a single-story dining experience. You find the following items on a table on the west wall

of the kitchen: FV71 ammo, SMG and ammo, and Flashbang Grenades.

The interior of this building also offers a few choice objects to heft and lob:

The rice bags

The rusting oven

The trash can

Plan 04.1:
Building D, Exterior Grounds:

If you've let the enemies come to you, this area is empty. Otherwise, expect a trio of KPA Recon troops that is roaming the southern fence. The best plan is to run to the southwest corner and onto the deck here, looking east. The many pallets offer great (but destructible) cover.



Be sure to explode the oil heater at the main east entrance to this depot if foes are nearby. Otherwise, this section offers limited and low cover, but is reasonable for

mounting a Smoke Grenade-filled run to the main buildings on the other side of the compound.

There's also a Transport Truck you can use to escape or else destroy it, and a series of barrel containers near the main exit.

You can also hop the south fence and escape here at any time.

The KPA Tank also trundles up through this entrance. This is a good place to run out, shoot at it with Missiles or your Gauss Rifle, then back up around Building D.



Walkthrough

AWAKENING
Objective 02

Plan 04.2: Building D, Depot: The depot has a doorway entrance in the north wall (010), which allows excellent and alternative access to the deck to the south (011). The deck is a huge gap, as is the garage-like front entrance to the east (012). You can easily spot foes and use the interior building as cover, but you aren't usually very safe staying here.



This depot area and grounds along the south wall have their own collection of objects to use as shields or crushing devices, such as:

- Green trash bins
- Barrels
- Explosive barrels
- Ammo crates (two sizes)
- Rusting oven (near Transport Truck parked by exit)
- Tires



Plan 05.1: Building E, Exterior Grounds: This is perhaps the most dangerous area in the compound, as you're surrounded on all sides by other buildings. Be

very sure you've cleared the area before heading here, and if you run down the east side, be sure you're Cloaked, or you'll attract some heavily armored KPA troops and Recon soldiers from buildings you haven't cleared yet.

There are three entrances to this building: two in the northern corners of the building (010 and 011) and the other on the south side (012). Run across from the depot and dive into the southern entrance if you need to quickly enter the building. Or, you can leap the low metal fence on the western side. The north entrances are a good thoroughfare, but you're easily surrounded there, too.



The exterior has a host of different items to throw, such as the following:

- Wheelbarrow
- Ammo crates (two different sizes)
- Tires
- Barrels
- Black trash bin
- An oil heater (on the eastern alley between buildings E and F, too)

Plan 05.2: Building E, Recreation: This building holds very little of interest and features a recreation room with tables, a connecting corridor to the side, and two foyers at either side. This is great place to flee to when you're under fire, and the recreation room is good to hide in because you can see both exits.



Plan 06.1: Building E, Exterior Grounds: The second of the two identically designed buildings in the middle of the compound shares the alley with Building E and is

separated by a small metal fence, which offers reasonable cover. However, you should always be moving around or into this building, rather than staying in this immediate area because you're exposed on all sides.



The north and east outskirts of this building overlook the remaining high-value and fiercely defended structures. You should expect some major combat if you venture

to this area. Utilize the metal fencing and attack from the doorway in the building's northeast corner (010). There are also doors in the northwest (011) and southern (012) parts of the structure.

Plan 06.2: Building E, Storage Building: The inside of this structure is usually used when you're retreating from heavy combat to the east, or when you're running between buildings. The main advantage this building has over Building E is the ammunition stored in the south room. Locate the following in this chamber: Rifle Grenades, Missile launcher, Shotgun ammo, FV71 ammo, and Pistol ammo. If none of these items interest you, skirt this building, and move along the northeast perimeter fence instead. Watch out for the propane tank against the eastern wall.





Plan 07.1: Building G, Exterior Grounds: The first of two large, two-story structures should now be assaulted via the side entrance in the building's south

wall 015, near an orange refuse container that you can use as cover. Use Smoke Grenades to cover your tracks while you reach this area, as a large number of foes are in the area.



ADVISORY

You could also reach this building by skirting the outside of the perimeter wall to Waypoint 01A.5 and then Strength Jumping over toward the side entrance at Waypoint 015.

You can also move around the side of the building and head between the perimeter fence and eastern wall of the building. Place the green trash bin on the ground near an upper balcony and Strength Jump onto it, then onto the balcony, and then enter the building's upper floor at Waypoint 016 without coming in from the west, which is very open. Blast any foes in the area, then download the data from the laptop in the room's northeast corner.



POINTER

This completes Objective 02! Return to securing the U!

Another way into this structure to retrieve the data in the quickest way possible is to bound up onto the barrel containers in the yard's northeast corner, then leap onto the balcony.



Or, you can simply race into the compound from the main gate, charge the dirt road toward the building, and leap inside after Strength Jumping on any outside objects that can help you reach the office balcony.

Or, you can leap onto the roof of Building F or H and access the roof balcony. A great route is to Strength Jump from the yard between Buildings F and G onto the lower roof of G and then onto the balcony.



In addition to the safer side entrance 015 and the upper-story balcony entrance 016, there are two other entrances: one below the

balcony on the west wall, under an upper entrance 017, and another on the single-story addition to the building 018. All have a heavy KPA presence, so only attempt these attacks after clearing the grounds first. Moving along the low metal fences by the dirt road is the safest way to head into this structure.



ADVISORY

Remember to lob Flashbangs as you enter any of this building's doorways to confuse the foes while you drop them. Otherwise, expect extremely heavy resistance and danger.



ADVISORY

Clear the interior of this building before you contemplate downloading the laptop data to complete Objective 02!

Plan 07.2: Building G, Main Office: If you're entering from the side entrance

015, you see stairs to your right, two doorways ahead, and one to your left. Check all for signs of enemies, as you're likely to find about five KPA soldiers in this section. Clear the ground floor first. Latrines and exit 02B.18 are to your left.



Ahead are two rooms filled with junk and another exit 016 in the far left connecting foyer. The left (west) chamber has a single Shotgun to pick up from a table, but the darker east

room offers Pistol ammo, Shotgun and ammo, and F471 ammo. Come here if you run out of Shotgun shells, the preferred way to defeat foes in here. When the ground floor is secure, head upstairs and lob another Flashbang up at the top.



Walkthrough

AWAKENING Objective 02

If you haven't drawn any enemies from their positions, at least nine heavily armored troops are here; nullify them with flashbangs. Push



through and around the corner, mopping up fleeing KPA, and locate an ammo dump room and the office to the far north. When there are no more enemies left, ransack the ammo room (pick up Smoke Grenades, Incendiary ammo, Missile Launcher, F471 and ammo, SMG ammo, and Explosive Charges), then complete Objective 02 at the office laptop.



Plan 08.1: Building H, Exterior Grounds: By now, you shouldn't have any more enemies, but if any still remain, they are likely to be near the front gate. Move to the building's eastern

end and enter via the stepped doorway (019). On either side of the building are two thin alleys, although the one to the south overlooking the yard is another place where the metal fence can be used as cover.



WARNING

Don't leap over the perimeter fence along the north wall or you land in the minefield!



At the building's west end are two entrances (020 and 021), just like Buildings E and F. The southern entrance offers good views and reasonable cover if you're engaging foes.

In addition, here are the items you can use to Punch or Throw at foes in the main yard between these final buildings:

- A generator trailer
- Ammo crates (two different sizes)
- Barrels
- Two-wheel crate dolly
- Tires
- Wheelbarrow
- Green trash bin



Plan 08.2: Building H, Storage: The main reason for entering this building, with a foyer at both ends, a long corridor, and a main room filled with junk and tables in the middle, is the ammunition by the eastern exit (018). Pick up F471 ammo, Pistol ammo, Rifle Grenades, Shotgun ammo, and a Missile Launcher.



POINTER

After you've finished securing this area and downloaded the data that Strickland requested, continue to the LZ using one of the routes shown during Objective 01 (Continued).

OPTIONAL PATH



02C. Story: Clockwise Securing



POINTER

An alternative route to Path 02B is to move toward Building H, then to G and complete Objective 02. Optionally afterward, you can maneuver through the remaining buildings to defeat all the KPA presence you find. Look back through Path 02B for the problems associated with each building and run through them in reverse order.



Plan 01: In and

Out: If you wish to immediately succeed in your mission, and don't want to try the safer route previously described,

head left (east) at the main gate and jump into the white container (01) outside Building H. Here, you can deal with the multiple foes and duck down behind cover. Watch for Grenades, though!

Then head between the perimeter fence and Building H and Strength Jump up into the office to complete the objective. Flee along the eastern perimeter afterward, jumping to a parked LTV near the exit gate (02) and speed away.





A Methodical Approach: Or, spend some time hiding behind the barrel containers in the compound's northeast corner and gradually work your way into Building G,

using Flashbangs to gain the upper hand with the KPA. You face many more foes at once while moving clockwise, but completing the objective is still very possible.

OPTIONAL PATH



02D. Clearing the Compound: madcap Antics



Plan 01: No Regard for Safety: At any time during your securing of this settlement, you can throw caution to the wind and begin Strength Jumping around

the main yard, bombarding foes with Missiles, Grenades, and blowing every single explosive barrel and gas tank outside. Also try dropping down on foes from a Strength Jump and blasting or punching them.



Plan 02: Up on the Roofs: If the ground is getting too hot to remain, cool off by bounding up onto the roofs of any of the buildings. The metal is good cover, and Crawling or Crouching allows you to pick off foes below and is safer than you'd imagine. That is, it's safer until the KPA Tank arrives. Deliver a couple of Missiles into that and hide so the lip of the roof takes the brunt of the Tank's fire.

Building H's roof offers a great view of the main yard, as do E and F. The additional height and the fact that you can't be attacked from behind makes the roof of Building G another good choice.

Plan 03: The Vantage Advantage: Finally,

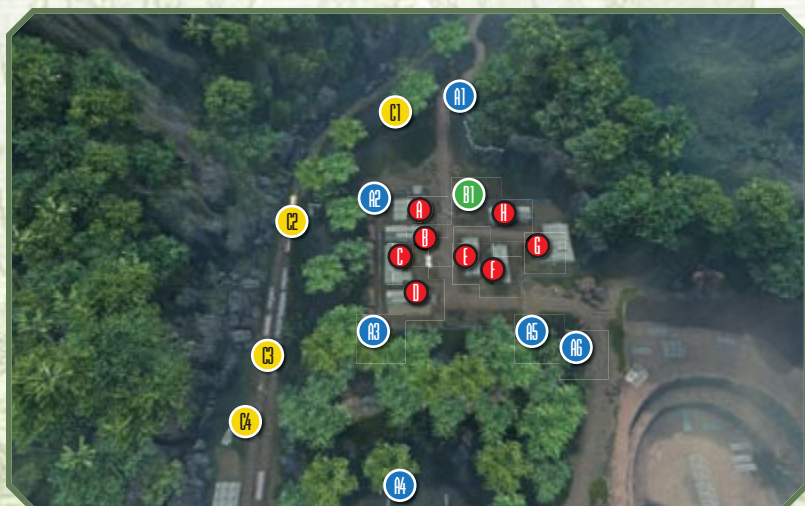
if you want to attempt some cunning sniping, move north from your starting position, and spend some time trying to scale the rock wall to the east, above the dirt road. When you finally reach the top, avoid the boundary and move south until you're atop a plateau overlooking the entire compound. You can launch Missiles and snipe foes with an SMG, Gauss Rifle, or Sniper Rifle with relative impunity.



Walkthrough

AWAKENING
Objective 01 (continued)

Objective 01. Get to the Landing Zone at the Crusher Building (Continued)



"Nomad, clear out those hostiles! Air support is inbound!"

—Major Strickland



POINTER

The routes to the LZ over at the crusher building are varied, but there are two main paths to take: negotiating a mining compound (Part 1), or moving along a railroad track to your west (Part 2). The railroad route is quicker and less dangerous. However, the mining compound offers much more ammunition and takedown opportunities.

OPTIMAL PATH



01C. Running Down the Railroad



POINTER

This path allows you to reach the LZ, after a battle through a train depot, and complete the objective. The tactics for securing the LZ from locations near the compound are detailed afterward (Path 03A onward).



ADVISORY

Remember that at any time you can run eastward and maneuver into the compound to complete Objective 02, or ignore it completely!



Plan 01.1 Keep On Tracking:

Begin by peeling off from the starting point, optionally moving to Waypoint (C1) first to deal with the sniper tower guard, then head west, down into the wooded bank between the dirt road and railroad (C2). Watch for a lone guard almost due west of the (C1) Waypoint. Creep forward, checking the distance with a Sniper Scoped weapon (such as the SMG or Gauss Rifle). As you spot a yellow train engine, intercept and drop a squad of KPA around the train (2 left, 1 on the flatbed, 1 right) or milling about the left side of the tracks if you've raised the alarm.



You must now slowly advance toward the train, or quickly Speed Sprint to the train and use it as cover. Along the way, drop foes you can see, both to the left and right of the train. The main concentration of foes is hidden among the bushes on your left.



Plan 02.

Bush Fire: A good alternative to staying on the tracks is to shift left and maneuver using Cloak in the wooded bank. You catch a few foes unawares and you can hide from the foes coming up from the railroad tracks.



Plan 01.2: Move toward the first flatbed carriage behind the engine (C2). If foes are nearby, destroy the explosive barrel on the flatbed. You can reach this area by:

Cloaking and

methodically dropping foes from the woods or railroad.

Moving around on either side of the engine and constantly dropping foes with Gauss or SMG fire.

Or, Strength Jump atop the engine, using it as a vantage point and advancing after defeating foes in the immediate area.

Or, Strength Jump into the empty container car behind the flatbed and use it as cover.

Or, Strength Punch the pallets of cloth sacks into the enemies you meet, crushing them. There's an ammo crate to throw at them, too.

This flatbed holds a Precision Sniper Rifle, which is exceptional for the ranged combat to come. Expect enemy snipers at any moment.

Stop when the tracks split into two and there are two sets of carriages ahead of you (C3). Bring out your Binoculars and scan the railroad ahead. Between the two carriages is a parked LTV. Snipe the enemy in the turret. Then avoid the rock fall to your right.



Continue moving along the tracks' right side, looking ahead at the sniper atop the warehouse in the distance. Bring him down before he can fire on you, then stop as you

reach the last carriage on the right (C4). Three or four KPA are roaming this area. Jump or run the gap between carriages or Strength Jump over them. Or, switch to an SMG and bring down all three, staying between the sets of carriages.

When the foes are defeated, move to another flatbed near a locked metal hut (A) and deliver a killing blow to another heavily armored KPA soldier. Hop on the hut and scan the area. Move forward only when the coast is clear.



POINTER

You can now begin Objective 03, which is to clear the crusher of enemies so Strickland's VTOLs can land. You don't actually start Objective 03 officially until you reach the outskirts of the crusher, but the following tactics show some longer-ranged plans that are safer, as well as some close-assault plans.



Walkthrough

AWAKENING
Objective 03



Plan 03. Throw-down:
The final foes (or the ones you meet at the end of the carriages) can also be brought down with some different techniques, such as Strength

punching the pallets from the flatbed, or throwing barrels or ammo crates.

Objective 03. Secure the Landing Zone



"Secure the area, and I'll send in my birds!"

—Major Strickland



WARNING

Watch out for Nanosuit Snipers on the buildings to the left of the railroad tracks. They are sometimes hard to spot; zero in on them first, before they kill you.



OPTIMAL PATH

03A. Securing the Train Yard and Crusher

Plan 01. Sniping the Nanosuit:
Advance to the empty container carriage on your left (A1) and drop into it. Look ahead and to the southeast slightly, and you see a KPA Nanosuit warrior with a sniper rifle. He needs to be neutralized immediately, either from the lip of this container carriage, or from the sand crates to your right (A2). It takes a few rounds to drop him: three Gauss Rifle shots should do the trick!



During this battle, as long as you don't run too far forward, expect a couple of regular KPA soldiers to head along the carriages ahead of you. Lob a Grenade to scatter them, then finish them off with SMG fire, ideally from mid to long range.



Next, edge forward through the barrels and electrical transformers and locate another Nanosuit KPA on top of the main crusher refinery roof, which has the giant silo attached to it. Drop this foe from

extreme range before he brings you down when you close in.

Next, make a long Strength Jump up and onto the warehouse roof (H), which offers excellent views and protection from the foes milling around the refinery buildings across from you. Bring out a Sniper Scoped weapon, or pick up the one on the roof that the sniper you dispatched earlier was carrying. Spend the next few minutes tagging a number of fearsome foes:

Heavily armored KPA troops along the metal fence and embankment.

Nanosuited Foes armed with a Minigun between the buildings.

KPA Recon and heavily armored troops in the yard below and on the dirt road between the buildings.



ADVISORY

Remember to use the roof's pitch to your advantage: Crawl and retreat behind the top of the roof so it absorbs the gunfire. Also use the propane tank by the building to bring down enemies hiding by the fence in front of it.

A few minutes into this pitched battle, a KPA Helicopter comes into view. Bring out a Missile Launcher (which we hope you kept at the end of the Onslaught mission) and fire on the chopper, striking it twice, as usual.



which has collapsible walls. Here you get Frag Grenades, Missile Launchers, SMG and ammo, Explosive Charges, and an FV71.

In addition, there's a Missile launcher and more explosives on the metal ammo pallet just south of this hut.

If you're out of ammunition at any time during this firefight, Strength Jump immediately up the embankment to the east and enter the small metal hut (H),



Finally, you should Strength Jump on top of the crusher building just above the metal ammo hut (H) and use the top of the conveyor belt as cover. Peek out to slam high-velocity slugs

into a Minigun warrior patrolling the belt. Blast him with a Missile if you're having problems dropping him. You can now pick up two Miniguns (ideally after combat is over).

 **You encountered a Nanosuit Minigunner**

 **You acquired the Minigun!**

Now bounce around the refinery buildings, looking at your in-game map for additional red targets to defeat. Some may be in the machine gun nests, which are easy to take down by running along the gantries and blasting at them and using corners as cover. You should also search for foes in an LTV or Transport Truck while hiding from the gunfire and destroying the fuel tanks, as usual. When the area is completely cleared of foes, your objective is over.



One of the pallets between the refinery buildings holds some handy weapons, including a Precision Rifle, Minigun ammo, a Missile Launcher, Frag Grenades, and FV71 ammo.

The area by the Minigunner you slew between the two buildings also houses a stack of ammo crates, on top of which are Explosive Charges. Grab them, too.

ADVISORY

You should now figure out what weapons you want for the excursion toward the mine. Take a full Missile launcher, a full rifle of your choice, and the Minigun for some variation and extra enjoyment!

OPTIONAL PATH



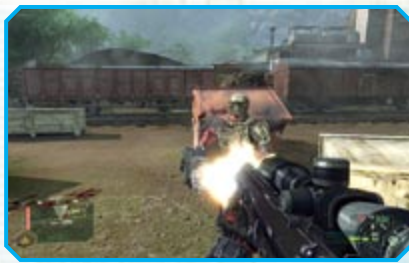
038. Other Routes to Complete the Crusher Clearing

ADVISORY

Remember that crossing large dirt roads in this area can be dangerous, so blanket the ground ahead of you with a Smoke Grenade to help hide your route.

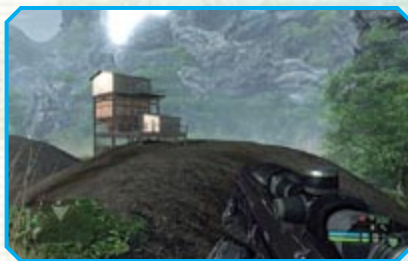
Plan 01. Train Yard

Leaping: Instead of remaining on the warehouse roof to snipe foes, you can instead engage in some Speed and Strength-based maneuvers, dashing up the embankment or the dirt road between the crusher buildings (01). Then move around the base of the building, dealing with the Minigun warriors first before tackling the foes in the machine gun nests up on the gantries. Remember that Smoke Grenades can help you hide as you make these open-air runs.



Plan 02. Train Yard Perimeter Run:

Instead of jumping up and onto the warehouse roof, you can move along the western perimeter rock side through some



undergrowth and then up onto a giant pile of dirt just south of the crusher (02). Move along this area until you're at the connecting pile of dirt and can easily ascend onto the buildings.

Then it is a simple matter of jumping about and destroying the troops that you see. You can also reach the dirt pile by flitting between the parking container carriages under the ore flue building (marked with the "BSW" logo). You can also climb this building using the ladder from the train yard near the carriages. The dirt pile is also another place where you can duck behind, snipe foes you can see (based on the locations described in **Plan 03A**), and gradually work your way toward securing the crusher area.



Plan 03. Driving the LTV:

If you took the railroad route, there's an LTV just by the electrical transformers and warehouse. If you didn't destroy it, you can enter it and drive southward, strafing the train yard with turret fire. You can also maneuver up the dirt road (03) and out the other side, firing on enemy vehicles as you go.



The biggest advantage to driving an LTV (which can also sometimes be found at the south end of the crushing building on the east side below a water tower) is that it offers protection against the mighty Minigun warriors. Use the LTV's armor to absorb this foe's shots while cutting him down with the turret. Leap to avoid being caught as the LTV explodes, then finish the Minigun warrior off.

Plan 04. Other Excellent Elevations: Your sniping need not only be from the warehouse. There are some other excellent places to climb to if you need to look down on your foe (or up at KPA Helicopters) to fire:



The conveyor belt between the ore flue and main buildings (04) offers excellent views of the train yard and crusher area.



available. Access it via the ore flue building or up the stairs on the balconies.

Scout out the top of the main crusher refinery building with the silo attached to it (05). Leap up via the gangplank stairs to the conveyor belt, then up to the sloped corner of the roof. This is where one of the Nanosuit snipers stood. The spot offers exceptional takedown opportunities.



the silo all the way up to the top, then Strength Jump to the summit of the structure (07).

The top of the "BSW" ore flue building (03) Reach it by trying Strength jumps from the ladder below, or from the conveyor belt from the main crusher building.

The top, or lower balconies of the square-roofed refinery building to the south of the main crusher building (05). Another great view of both sides of this zone is

Although not offering the same degree of movement, for spectacular views and the ability to be really, really difficult to hit, try climbing the ladder bolted to



Walkthrough

AWAKENING
Objective 03

The last cunning spot to set up camp is on top of the northern refinery building , which is easily leaped to from the gantry or the conveyor belt, where one of the Minigunners is standing. You can easily dispatch the machine gunners in the nest from this spot.



POINTER

Employ any of these elevations no matter which route you take to secure the crusher buildings.



Plan 05. Object

Hurling: The large amount of scenic objects and debris make rushing the foes around the crusher a possibility, although choosing the right

object for the job is important. As long as it doesn't catch fire [explosive barrel] or disintegrate [wooden crates], use it!

OPTIMAL PATH



03C. From Compound to Crusher



POINTER

This great alternative route should be attempted if you ignore the railroad area after you negotiate the compound. Viewing the gigantic mine pits and dealing with the major enemies there is also thoroughly recommended.



Plan 01.1: Complete Crusher Takedown:

Begin by moving southeast to the edge of the massive mine workings  and peer over the side. Stand either on the edge of the dirt road or on the small rocky hill on the edge of the cliff. Below is a mine storage building with a small garrison of foes, including a KPA Tank and a couple of LTVs and other vehicles.



Bring out your Missile launcher and blast the Tank and any LTVs you can. Then follow up with sniped shots at the heavily armored KPA troops milling about. Finally, tag the fuel tanks of an escaping Transport Truck and LTV: This ensures that you meet fewer foes at the mine entrance later in this mission.



ADVISORY

Return to the Compound from this point and gather more Missile Launcher ammunition or other weaponry you wish to use at this long range. If you don't have access to such weapons, attack the garrison later into this mission.



Plan 02. Slip Sliding

Away: If you're having trouble aiming, you can also slide down the muddy cliff side to the road below and begin to blast away at the

small garrison of foes from this location. You *must* complete Objective 03 and clear the area for the VTOLs to land. If you don't, the entrance to the cave remains sealed.

Plan 01.2: Move southward along the road and locate a Transport Truck with a turret gunner sitting atop it. Be sure you destroy this when you secure the crusher area, ideally before you engage the Nanosuited foes and heavily armored troops at the buildings. As you're approaching this truck, you are peppered by the machine gunner on the gantry between the two buildings and the Minigunner on the conveyor belt. Use the cover by the cliff, or the digging machine , and snipe them.





Now continue to move along the southwest side of the dirt road, using the barrel containers, metal sheeting, and the sand crates as cover (B). Deal with the Nanosuit

foes on the roof, then the other Minigunner and any vehicles or regular foes before you continue. You could also take a wider, arcing path around the large slag piles to the east and onto massive dirt pile by the water tower to the south of the buildings (B).

Plan 03: If you moved here after Objective 02, you can also begin the takedown of KPA forces from the slag piles and concrete buttresses just outside the wooded area between this area and the compound. This offers you a great view of both Minigun foes, plus the two Nanosuit snipers as well. Stay in this area, sniping these enemies first.

No matter whether you tried Plan 01 or 03, you should finish the sortie by moving across to the sand crates below and between the two main crusher refinery buildings (B). Begin to mop up the remaining foes based on the movement you can see on your map. Remember, you don't have to journey into the rail yard to finish the job; just the foes in the refinery area need your attention.



You could also try staying on the north side near the slag piles and running to the cluster of sand crates (B) near the conveyor belt to approach the buildings from this direction.

Remember, you can leap up atop the roof of each building instead of using the stairs. This is usually quicker and safer.

ADVISORY

Don't forget the extra ammunition in the metal hut overlooking the rail yard, behind the north refinery building to the west.

Plan 04: If you commandeered an LTV from the compound area, you can utilize its armor and turret to advance along the dirt road all the way to the refinery area. Blast as many foes as you can until the vehicle is destroyed. Hop out just before this happens and continue causing destruction on foot.



POINTER

When there are no more foes on your radar, Major Strickland radios in to congratulate you. You must now move into the mining complex and locate an entrance into the interior, before the seismic shaking from the mountain becomes too severe!



Walkthrough

AWAKENING
Objective 04

Objective 04. Infiltrate the Mining Complex



"I need you to take out the front line! Get inside that mining complex and find General Kyong!"

—Major Strickland

OPTIMAL PATH



04A. Initial Planning

As soon as the crusher area is secure, two VTOLs attempt to land. A group of Marines is deposited on the slag pile. Run to the nearest LTV.

There should be one at the south end of the refinery area, near the main dirt road **01**.



If not, move eastward toward the mine road and head southeast to a parked LTV overlooking the massive mine below **02**.

Or, head eastward onto

the mine road, but follow the road to the northeast. Get into the LTV parked near a group of sand crates and cable spools **03**.

You now have options, some of which can be attempted prior to driving down into the mine:

Plan 01: You can go with the Marines as they advance, although it is better to let them head to the mine entrance and follow them after you secure the garrison.

Plan 02: You can peer over the southern part of the cliff and watch a massive Alien Scout fly around the KPA forces, blasting them as they scatter. If you

have a Gauss Rifle, or need to fire some Missiles and can head back to the metal hut and secure more, quickly target the Tank down here and destroy it before it rips you apart with its heavy cannon and missiles.



Plan 03: You can ignore the mine area to the east and drive down the steep cliff in your LTV near Waypoint **02**. Begin to engage the KPA in the mine near the entrance **(Path 04C)**. However, expect fierce reinforcements from the northeast garrison to appear. It is better to attack them first **(Path 04B)**.



Plan 04: You can also move to the small cluster of barrels and cable spools at the edge of the cliff and use a mixture of running on top of them and Strength Punches to propel them

down the cliff side. They help to block the road below (as does an LTV) when you need to blast escaping forces from the garrison.



ADVISORY

The best plan is to begin your assault on the garrison immediately!

OPTIMAL PATH



04B. Defeating the Small KPA Garrison at the Mine Storage Area



POINTER

As this area is so large and the troop movements so varied, precise locations for every foe are impossible to note. Therefore, the tactics presented here involve areas where enemies are usually found. Don't be surprised when you must tackle heavily armored foes throughout the mine workings, and one or two KPA Helicopters, in addition to the tactics detailed next.



ADVISORY

Before you set out, be sure you have a full compliment of ammunition and weapons for this excursion. Scour the ground for dropped ordnance in the crusher and compound areas, and bring a full Missile Launcher with you.



ADVISORY

Can't find a Missile Launcher? Then locate a group of KPA soldiers and defeat them; at least one or two of them are carrying a Missile Launcher, just like the foes you encountered during the Tank mission.



Plan 01: Long-Range Launching: Begin your descent down the main mine road, heading in a northeast direction. Where two roads meet , get out of your LTV and aim a rocket at one of two LTVs down the road directly northeast of you. Blow up one, and the other catches fire, exploding a short time afterward.



Immediately turn to the right and peer over the edge of the cliff side to the long metal shacks and the KPA Tank that is patrolling the area. Before it can blast you, launch the



remaining two Missiles into it, exploding the vehicle in a spectacular plume of smoke and fire.

Your rampage isn't over yet! Scan the ground below for an LTV that is heading south, attempting to reach the mine entrance. Don't let this happen: Quickly switch to a Sniper Scoped

weapon, or use another LTV's machine gun if there's still one in the area, and blast the vehicle's fuel tank. It explodes. You should now look for a Transport Truck trying the same trick. Shoot its fuel tank, demolishing all vehicles in the immediate area.

You can now sink down to a Crouch and use your Precision Sniper Rifle, or another preferred long-range weapon, to locate the half-dozen or so KPA soldiers milling about the area below. Tag them from this location, then head back into your LTV and trundle down the road. Sweep the area for any stragglers.



Plan 02: Cliff Side Rapid Transit: Another

possible plan is to remain inside your LTV and either drive it to the two LTVs, or drive down off the cliff [head directly down so you don't flip your vehicle] and maneuver around the flat base. Get out and hide behind the two shacks .



Plan 03: Approaching from the South: This is another similar drop down the steep cliff sides, either by sliding down on foot or maneuvering with an LTV. You can

approach the base from the south, heading north. Using a mixture of Speed and Strength, reach the metal hut  and then bring out your Missile Launcher to deal with the Tank. Then concentrate on bringing down the Transport Truck and LTV.



Plan 04: Seizing the Explosives: By now you should have gathered enough Explosive Charges to deliver an up-close-and-personal assault on the Tank. Slither down to the ground from your favorite vantage point and make a run for the cable spools  or the shacks to avoid the horrific Tank attacks. Then charge with Speed and latch an explosive limpet to the machine and destroy it.



ADVISORY

The spools are a good place to hide, as you can Strength Punch and roll them both into enemies and toward the tank while using the spool as cover.



ADVISORY

Remember that Smoke Grenades are handy to throw down as cover while you're advancing through this mine area.



Plan 06: Roll Out the Barrel (Once Again): Another tactic to try, which involves tackling the KPA soldiers after vehicular takedowns, is to run to where both

LTVs are parked . After destroying them both, Strength Punch the cluster of barrels down the cliff.



Walkthrough

AWAKENING Objective 04

This pre-occupies or alerts the enemy, allowing you to stay in this area and snipe them. Or, grab a barrel to act as extra protection and drop down to the base of the mine area. Lob the barrel into a foe before unleashing a rapid-fire SMG attack, or something similar.



drop down to the area where two LTVs are parked, either the ones near the barrels (B), or the two empty LTVs to the east (W), which can be driven to the southern half of the mine workings.

Plan 08: Ammo Locations 1:

Whether you're planning to maneuver to these locations or not, it is still important to know where to grab the ammunition you need. The first place is behind the two mobile metal trailers (B) on the south side of the base of the mine workings. An ammo crate has a Missile launcher and Explosive Charges atop it.



You can head here before engaging the Tank, as you now have two takedown options when facing it. If you need cover, you can also maneuver southward, using the piles of pipes as cover, to another KPA trailer that offers no usable items like the other two. Then, by the digging machine (B), you can shoot KPA foes and the Tank, or charge into the shack.



Plan 07: Upper Cliff Sneaking:

At any time, you can also remain on the upper dirt road near the compound and maneuver onto the edge of the cliff overlooking the entire northern end of the mine. Now head eastward along the high perimeter cliff until you can't go any farther (B). This is a prime sniping spot or place to launch rockets from. In addition, you can



Plan 09: Ammo Locations 2:

The other main spot for grabbing additional goodies is a shack of metal weapon crates near the southern shack (B) and the prowling Tank. You

can roll spools, drive the LTV, or move from north to south using the scenery under the shacks as cover, to reach here. You can even Strength Jump onto the shack roofs, but the Tank tends to demolish them. Pick up Missile launchers, SMG ammo, and Pistol ammo.



You should now move southward, toward the mine entrance and second area of mine workings.

OPTIONAL PATH



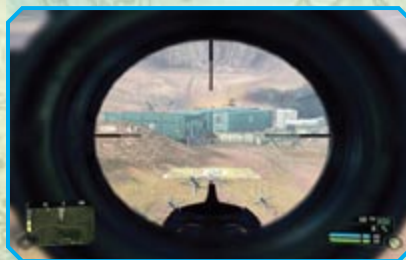
04C. Clearing the Southern Mine Area



The following tactics must be coupled with some general survival tips, such as dealing with the Tank first, taking down foes scurrying about as soon as you see them, and securing each area one part at a time. Don't forget to use your Smoke Grenades if you're having trouble finding cover, and use Speed and Strength almost exclusively to maneuver, unless you're under heavy fire.

Plan 01.1: Driving to Destruction:

Assuming you're exiting the small garrison and shacks to the north and driving southward, keep to the right and take the dirt trail as it heads southwest (B), above the other road. The left road leads to the lowest part of the mine workings, where you don't have much cover or height advantage, and there are tank traps to halt your progress (the large metal cross shapes on the ground).



Optionally, you can get out and use the metal containers as cover and shoot some of the foes at the entrance to the mine trenches directly south. Use the white

metal containers as cover opportunities. But it is important to continue moving so you aren't swamped. Dispatch any nearby foes that are roaming the roads, too.



Plan 02:
White-Knuckle Metal: Don't forget that you can Strength Punch the white metal containers that are propped atop this area. Not only do these make great

impromptu, movable cover, but also they can crush any infantry that are in the container's way.

You can also punch these containers before attacking the northern part of the mine, so that the fleeing Transport Truck and LTV are unable to proceed.

Plan 01.2:
Ditching the LTV: Continue the rally driving along the road to the west, hugging the northern cliff side, until you reach the end of the road (12). Then skid south, Boost and jump the gap, and land by the small metal hut on the other side (13). You can continue driving around here, but it is better to begin some on foot maneuvers.



POINTER

The top of the cliff behind you to the north is at the southern end of the crusher refinery. It's a prime spot from which to take out the Tank early. You can also see three Transport Trucks in a convoy, but they aren't of much importance at the moment.

Plan 03: **Dug In Spots:** If you're still facing the Tank, you need to try one of the following techniques:

Fire at it from the metal hut with your Missile Launcher and avoid the Tank's dangerous return fire.

Or, Speed Sprint in a circular path toward the Tank and lob an Explosive Charge as you near it. This is far more dangerous, though!



Another place to try attacking foes, including those moving about the lower trailer area (where the Tank should now be smoldering), and the machine gunners on the

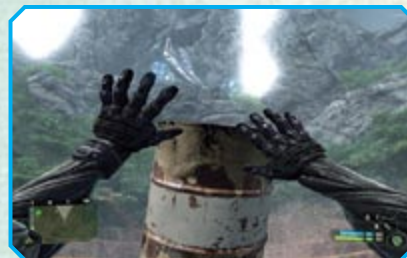
promontory (to the east, at the mine entrance), is at the metal hut in the northwest corner (14), just above the one you landed your LTV next to.



ADVISORY

If you're having trouble running up the multiple road embankments in the mine, simply Speed Sprint, then Strength Jump up them. This only works on the more shallow embankments, such as where roads are about to meet. Otherwise, try standing on objects and using them as steps.

Another spot is at the collection of barrels and cable spools on the embankment between the two huts (15), slightly south of your landing point. You can Strength Punch or Strength Throw the spools so they roll down and crush the incoming foes and lob barrels to down them, too. Follow this up with sniper rifle fire and Grenades if necessary.



continue this all the way around, passing the large crane, and setting up a sniping spot below the jungle above you, or choose a spot on the crane itself. Charge down to the metal-roofed shack if only heavily armored infantrymen remain.



Frag Grenade to scatter them, then using the metal crates under the shack and the pallets with the sacks on them (16) as cover. You can even Strength Punch these pallets to make them serve as movable cover.

Plan 01.4:
When a few choice long-range options are already done, closer combat with the foes by the trailer is ideally achieved by lobbing in a



Walkthrough

AWAKENING
Objective 04

Continue this progress to the trailer and finish off the remaining foes here with SMG fire. You can always back up and use the



Missile launcher, as many of these foes pack a launcher on their backs. Make sure this area is secure before you continue and then locate all the available ammo you need.

The ammo crates pallets under the metal shack house have FY71 Guns and ammo. The metal box pallet outside the trailer houses Missile Launchers. The KPA trailer with the door facing west houses a mass of ordnance: FY71 guns and ammo, Rifle Grenades, Shotgun ammo, Pistol ammo, Smoke Grenades, Frag Grenades, and Minigun ammo.

You should now attempt the assault on the trenched entrance.



Continue to carefully Strength Jump along the rocky outcrops, heading in a roughly southwest direction. You should stop on a small, jutting, flat portion of

rock near a tree (12). It offers excellent sniping views of the trenched entrance below. After sniping from here, you can move south, then west to a second sniping position, then slide to a small, white rock plinth. Drop down from here to avoid the southern mine workings area entirely.

Plan 03: Scenery

Stepping Stones:

This area is trickier to get to, but more satisfying when you eventually reach it! First, take a vehicle, whether it's an LTV or Transport Truck, and *carefully* drive it to the curved road above the giant crane at the southernmost part of the southern mine workings. If you can't find a vehicle, hoof it.



OPTIONAL PATH

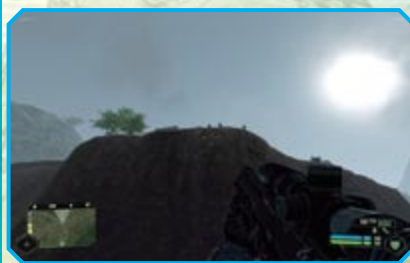
04D. Overlooking the Mine Entrance



You don't have to make a head-on charge into the trenched and heavily defended area: Here is a trio of out-of-the-way places from which you can snipe and lob Grenades down on the foes below. Also fire any Missiles you have and tag foes with more focused and scoped firepower.

Plan 01: Perched, Looking South:

Approach the cliff side from the top of the hill, just past the exit from the crusher, and peer over. This is near the location of one of the parked LTVs (12). Although a long distance away, this is a great spot to snipe from, and you can go back and grab weapons from the crusher area if you run out.

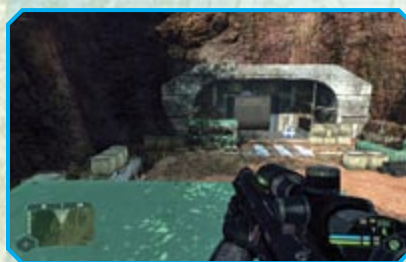


Plan 02: Rock Climbing, Then Perching:

This second perch is reached via the road to the southwest from the giant crane near the northern mine workings

area that you cleared first. Speed Sprint along this bank to the rock fall and Strength Jump up to the rock sticking out to the right (11).

Stop the vehicle at the northeast dead end. The KPA trailers should be below and on your left. Above you is a muddy cliff side with grass at the top. Stand atop the LTV and Strength Jump up to land on the grass (13).



Head in a roughly northerly direction through some thick forest undergrowth until you reach a section of white stone. This is actually the very top of the mine entrance!

You can Cloak and slide down the cliff area to your left and enter without being seen, or take your time sniping!

OPTIMAL PATH



04f. Optimal Path: Entering the Mine

ADVISORY

There are all kinds of tactics to try, which are based on previous exploration strategies. These include Strength Jumping, Sprinting into the mine entrance and ignoring the foes, Cloaking and methodically maneuvering through the trenches, and other, slightly dangerous plans. However, the following plan works the best.

Plan 01: Move up the road heading northeast from the two KPA trailers, then lob a Frag Grenade in to clear the machine gun nest of its gunner. Or, you can stay by the rocky right side and step out to drop him with rifle or Minigun fire. Move up to the front of the nest if you wish **(I)**.



From this nest, you can easily Strength Jump across the minefield to another nest and begin a takedown from here. However, you'll be attacked from the north and southeast. Instead, try the following:



Move up around the charred Transport Trucks and turn east, looking at the trenched entrance to the right of a machine gun nest **(R)**. Lob a Grenade in and then back

it up with SMG fire (or your favorite weapon), then use the sand crates on the left as cover and take down any enemies you can see on the surface.

ADVISORY

Think of the trenches throughout this area as hiding spots that you can jump in and out of, depending on the enemies you face. Remember, there are foes above and in these trenches, so take this slow and steady.



Now move along the outskirts of the promontory this entrance sits on, toward the digging machine and a second trench entrance **(B)**. This is a good spot to start your trench

running. Enter from here and blast the foes, ideally using a Minigun. Locate any Special Forces and deal with them first.



Smoke or Frag Grenades and shoot the nearest foes.

Now advance down the trench, Strength Jumping out at the end, and look west from the corner of the mine entrance. Defeat any nearby enemies while remaining in this partial cover **(H)**.



Then step out and defeat any remaining foes in the last nest and any stragglers you've spotted.

Before you enter the mines, be sure to pick up the ammunition behind the mesh fence to the right of the entrance. Good weapons to carry are the Shotgun and Minigun. Pick the following items up, if you want them: Shotgun and ammo, Smoke Grenades, and an SMG and ammo.

ADVISORY

You can also rush into the mine entrance, and use the sides of the massive doors as cover to defeat any remaining foes in the trench area outside.

ADVISORY

You can now enter the mine. There are no topographical schematics for this section. Be sure to bring your Minigun with you!

Look south down the trench and shoot down any foes you can see. Then Strength Jump left and drop down behind the line of sand crates. This offers you a better look at the three machine gun nests ahead of you and the foes inside them. Choose

Walkthrough

AWAKENING Objective 04

Objective 05. Locate the Hostages

"Now find the hostages. That place could come down any minute!"

—Major Strickland



05A. Optimal Path: Into the Gloom



ADVISORY

Affix your Flashlight to both of your main weapons before you step into the mine.



As soon as you enter the mines, expect some heavy Minigun fire from a Nanosuit warrior and some sniper fire from three regular foes. These guys mean business. Try one of the following methods to enter this initial chamber:

Cloak and move southeast, to a corner near the stairs, and wait for a foe to emerge, then drop him with Shotgun or Minigun fire (as shown).

Or, sidestep from the entrance, firing your remaining Missiles into the foes you can see to soften them up. Then enter and move west, using the cable spools as cover (moving them if you need to), and target the foes. They are on the yellow-railed balconies on either side of the conveyor belt.

You can also mask your entrance with Smoke Grenades and use a Flashbang as you close (from behind cover!) to hinder the foes' aiming.

After you defeat one or two of these foes, Strength Jump up to the railing area (either side) and strafe the final foe with Minigun fire. If this is becoming problematic, use Grenades to soften up the foe.

Alternatively, you can use the ramp to the right, moving southward to the top and sidestepping out to finish any remaining enemies. Optionally, leap into the mine cart if you want to use it to protect you.



When this section is cleared, move to the metal weapons cabinet and grab an SMG and ammo, and some Pistol ammo, if you want.

Strickland remarks that your video feed is breaking up. Optionally switch to your Night Vision (□), but remember this function needs recharging. Now advance into the rail tunnel, but back up almost immediately. A Minigunner is ahead. Use the mine cart engine as cover and Cloak. Move forward so you're only in the firing line of one foe. Then unleash your own Minigun!



ADVISORY

Although you can use barrels to take some of the Minigun damage as you charge your foes, it is slightly easier to Cloak and surprise the first of them.



Turn south and enter a mine storage area. As long as you realize there are only three rock pillars in this chamber, you won't get lost. Optionally, take a barrel to use as armor and watch for any remaining enemies. They may have followed you from the previous areas if you didn't dispatch them all. If this happens, step to the pillars as cover and lob a barrel at them. Follow this up with a Shotgun blast to the face.



POINTER

You can smash through the boarded-up eastern end of the mine rail tunnel, then remove the boards from a second blocked entrance to your right. This is simply a second way to enter this chamber.



Move to the southern edge of this area, and peer over the railing. Below is a chamber. The least harmful way to descend is to drop onto the broken elevator car, then drop down to the bottom. Here you find some scattered boxes, barrels, and other junk of no use.

Move south and turn left, heading eastward down a mine tunnel. Another rumble occurs and you can just squeeze through a connecting tunnel to your left (north). Head through to a cross-junction. Simply leap the broken floor and head right, down a small tunnel to the east. All other routes are dead ends.



This tunnel opens up to a fissure with rocks falling from the top of the mountain to your left. Continue going eastward, then northward and upward, then make a right turn. You

should be facing southeast and a gap. Strength Jump over it without plummeting down to the gravel and rocks below.

You hear voices. A woman is talking to General Kyong about how unstable the mountain is, and the General seems unconcerned. Something about laying charges? Follow the tunnel as you head north and ignore the small upper tunnel hole to your right; it leads nowhere. Instead, look for the flare and red smoke.



Objective 06. Eliminate General Kyong



06A. Going, Going, Kyong



Plan 01. General Kyong's Punch Out: Combat is tough and lasts a few minutes because of the General's new-found power, the electrical trail he leaves behind,

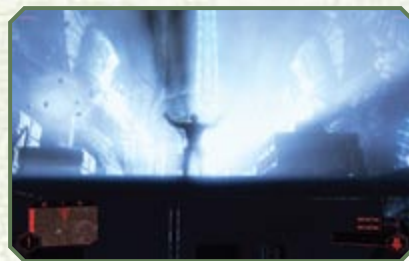
and the deadly Minigun he carries. All you have are your fists. So use them!



You reach the edge of a laboratory

deep within the mountain! Dr. Helena Rosenthal and her assistant are pleading with General Kyong to stop the experiment to harness the power of this alien temple. As you edge forward, you're caught off guard and punched by a de-Cloaking KPA Nanosuit trooper.

"Something is transmitting signals into this structure!" Helena shouts to the General. He isn't phased, and gives you a swift punch to the head, shutting down



your suit. You're held by two Nanosuit troopers as Helena explains that the electromagnetic currents are increasing! The General doesn't care "This is the greatest source of power the world has ever known!" he yells. After executing Helena's assistant, the General shifts the power into himself, which instantly sends a massive burst of energy that fries all the Nanosuit troopers around you! Your suit goes back online. The General must now be stopped!

"Prepare to witness the shift in power!"
—General Kyong

If the General is firing, stay in cover around the corner of the metal walls. When he stops, immediately charge him with Strength and start a series of Punches. Do this quickly so he recoils; he's unable to fire at you. Keep this up, following up the second he moves. Sometimes he Strength Jumps, so never use the stairs. Always stay right next to him so he can't begin to fire his Minigun. Continue this pummeling until he collapses.



Walkthrough

AWAKENING
Objective 06



Plan 02. General

Kyong's Submachine Gun Slaughter:

The other method to employ allows you to try other suit powers, such as Cloaking to avoid being struck, using Armor, and grabbing the SMGs that are lying around the laboratory. Spend the first minute avoiding Kyong's fire and grabbing as much SMG Ammo as you can.



Then locate the General in the electrical haze, but stay close to cover, and aim at his head. Blast him with SMG fire until he moves and keep at middle range so you can easily react when he moves. Keep this up until he falls, or you run out of ammo and then switch to Plan 01.

Objective 07. Evacuate the Hostage

"light a fire under it soldier, the sky's getting ugly out here!"

—Vulture Four



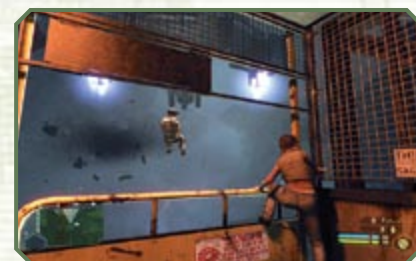
07A. Elevator Action



As soon as Kyong falls to your prowess, locate the elevator to the north, where Helena is beckoning you. Step into the elevator and ride it up. You have some bad news about her father. As you ascend, the elevator makes some worrying grinding noises before finally short-circuiting. The whole mountain is crumbling!



There seems to be no way out until Vulture Four radios in; they've picked up your Nanosuit signal again! As you request, the VTOL descends into the mountain. The temple begins to crack and open! Helena makes a brave jump into the arms of a Marine lowered from the VTOL, but the area is too unstable for your rescue. The elevator falls, and you're left to find your own way out of this otherworldly place....



STAGE 01: CORE

OVERVIEW

AVAILABLE INTEL: SEARCH FOR A WAY OUT
AND RENDEZVOUS WITH THE VTOL FOR EXTRACTION

Unlike your previous sorties, all protocol is now abandoned, along with topographical data, and even gravity! Instead, you must venture into a conduit-filled Alien cavern dotted with floating flotsam and jetsam and deliver quick and punishing Shotgun strikes to odd floating creatures that seemingly control this gigantic cocoon.

After floating through numerous corridors, tunnels, and caves, you'll need to destroy certain orange-filled energy conduits, following a large orange cable, before you uncover the true horror of Dr. Rosenthal's discovery: This mountain is a gigantic incubation chamber for an Alien invasion force! Only after you reach the room adjacent to the breeding chamber and blast your way through the remaining Alien entities, does the mountain open up and deposit you outside.

OBJECTIVE

01 Find a Way out of the Cave

Objective 01: Find a Way out of the Cave

OPTIMAL PATH



01A. Into the Cave

Your eyesight returns after the partial cavern collapse. You're still in contact with Vulture Four, but you're trapped and the only way is forward.



ADVISORY

Make sure you have your Shotgun equipped with Incendiary rounds and the Flashlight attachment as your main weapon throughout this odd drift through the mountain interior.



Shotgun ammo, SMG, and SMG ammo. Affix a Flashlight to your Shotgun.

Advance forward toward the light with the misty vapor emanating from it. Ahead is a strange, Alien doorway with rib-like bars across it. Shoot or bash the bars so they fall away, allowing you access into a strange tunnel. Vulture Four begins to lose contact with you.



With only one way on and no map to guide you, head up the metal stairs or Strength Jump to the scattered ammunition on the metal floor above. Grab the Shotgun,

"The tunnel has collapsed, but I'm still tracking your suit data and video uplink"

—Vulture Four



You inform Vulture Four about the odd, almost organic nature of the tunnel you're in. Continue down the undulating tunnel as it opens up into an extremely cold and odd-looking cave with crystalline structures all around. Advance until you reach a circular hole in the left hand wall (second picture) and walk toward

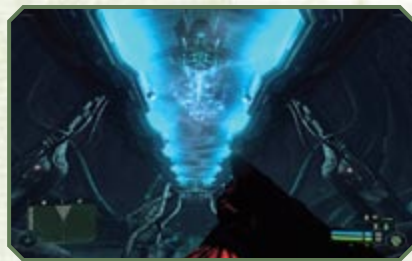


it. It opens up, allowing you passage into a second, larger chamber.

Walkthrough

CORE
Objective 01

Continue traveling into what appears to be a gigantic, organic conveyor belt. Edge forward and look up. An Alien Scout, of the kind that snatched Jester, receives some kind of energy boost from two almost-living entities. Watch as the Scout trails off into the distance. You can't shoot anything as the blue glaze above you protects the Aliens.



You lose gravity! Switch to Speed so you can propel yourself forward. Point up or down with to lower and raise yourself. Press **[Spacebar]** to vertically rise and **[Ctrl]** to

vertically fall. Otherwise, think of this as swimming, but with less friction. Now float to the conduit hole that is sparking.

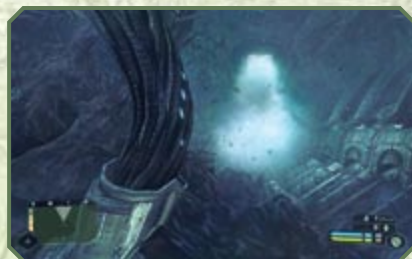
Enter the organic, circular gap. You are floating along a ribbed tunnel. Float to the rib cage to your right and destroy it. Float into the next chamber. The end of the ribbed corridor is blocked.



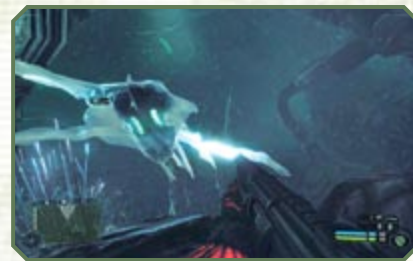
There's a current pushing you back, and you inform Vulture Four (if they can hear you) about it. Force yourself forward, ignoring the open portion of the chamber below. Concentrate

on heading toward the light on the opposite wall. Pass between the different spiked shards and into another narrow, vaguely circular conduit.

Keep following the intermittent lights as the conduit bends, then look for the opening below while continuing on. Float down into another winding cavern. When you see a crystalline wall to your left and a strange vent ahead and above, train your Shotgun.



A puff of icy energy emanates from the vent. A freakish, finned Alien entity appears. It's impossible to kill the Alien by shooting it. If you're skilled, you can grab the Alien. Continue onward.



The "current" is now stronger; ahead are some pulsing tubes of matter glowing with an eerie, orange color. Bring out your Pistol or Rifle (so you don't waste valuable Shotgun shells), and fire off a few rounds into the orange tube to your right. It explodes, halting the current. Now float forward, following a tube of orange pulsing



light that cannot be shot. Continue on, as the tunnel you're in pushes you upward. You now reach a five-way crossroads.

Look up at the ceiling; there's another vent that blows out icy mist. Another Alien Entity flies out! Back up, and watch it flit through the gaps in the tunnel ahead, then blast it with a couple of Shotgun rounds. You may wish to switch to Armor for this fight.



ADVISORY

If your visor becomes frozen after an Alien Entity attack, continue to fire where the foe was. If you're quick enough, you can finish the foe while you recover, instead of being struck.

The four tunnel entrances are actually linked in pairs to each other, meaning you'll become very disorientated and find yourself back at this location if you float into any of them. Instead, head up through the gap the Alien came from and go up into a tube to the rib cage doorway to your left. Float through to a large and oddly quiet chamber filled with Alien tubing.

Float through this larger, connecting chamber, then turn left and enter a large tunnel. The tunnel curves around, then opens up into a large chamber with what appears to be Alien console screens and a variety of ducts.



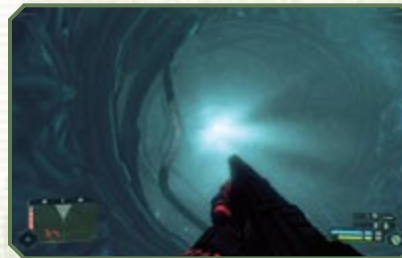
WARNING

You may wish to stand (or rather, float) and fight the Aliens that begin to swarm near you. It is better to dodge and outrun them if you can, as you may run the risk of running out of ammunition.



ADVISORY

Attack the Alien Entities with Incendiary rounds. Time your blast well: attack just as the Alien reaches you. You can also grab the Alien if you're incredibly quick; then blast it.



This brings you down into a twisting, crystalline tunnel. Follow the lights and drift down either passageway. They rejoin if you keep moving forward. At the end

of the tunnel is a rib cage doorway; blast it and turn left, floating northward.

A massive, low rumble and trumpeting occurs as you float around the bend and out into another room with the orange conduit tube or cable winding through it. Deal with the lone Alien Entity from the entrance. Float onward and look at the collecting pod that's open to your right. The one on the left holds Incendiary ammo and a variety of junk. The right pod holds some ammunition. Grab it! You can switch to the Minigun or SMG here, but stick with the Shotgun because it has the most ammo and Incendiary rounds. Then optionally look through the pentagonal window above the Alien consoles: more machinery! Finally, escape through the gap above the orange cable.



ADVISORY

Be on high alert! Each destroyed generator opens an incubator with an awakening Alien inside!



Swim into a large room, which is like a cross between a power conduit and gestation chamber, and watch for incoming Alien Entities. Switch to Armor. The way is blocked so you must swim down to each of the two large columns, and blast the orange generators until they explode. Try using your rifle for this purpose. The right column has two generators to destroy, and the left has three. When all are off-line, float downward.



Walkthrough

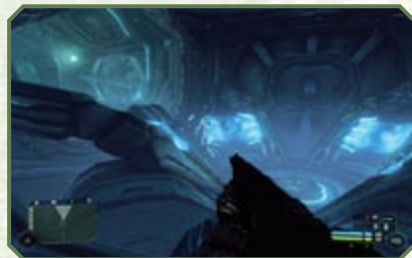
Objective 01



ADVISORY

In the second control room, blast any enemy near the console; if an Alien presses the alarm on the console, heavy reinforcements will soon arrive.

You enter into another bizarre control room. Fire at the Alien operating the gigantic, lolloping machinery to your left in a large chamber below and ahead of you. Float right and descend to the base of the chamber (which is difficult to figure out; ignore the holes in the walls). Locate a hole in the "floor," and descend through it. After a period of time, each section of this chamber is cordoned off by an energy wall. Simply float along the base of the room until you reach a wall and wait for it to disappear. Then float all the way to the double orange cable and descend into a tube just slightly above the cable. Dodge or engage Aliens along the way.



WARNING

Stay low and below the main gaps in the walls, as icy tubes soon fill these gaps, which can kill you if you're caught between the gap and the tube, or if you're inside a gap when a tube connects.



Spend the next few moments rushing down a conduit without any control except the direction you can face. Continue on this ride until you're dumped in a chamber with a glowing orange cable in an adjacent zone.



Head into a chamber adjacent to a gigantic birthing pit. Watch with horror as a variety of Aliens, some enormous, maneuver around the pit. You're

behind the transparent wall. Turn and head down to a three-dimensional schematic hologram of the mountain core. Nearby are two icy alcoves where you can grab ammunition. Then leave via the orange, glowing gap.



ADVISORY

You're in for a tough fight ahead. Stock up on maximum ammo before you enter the exit chamber.



You emerge into an exit chamber, vast and filled with eldritch blue lights and strange circular seals. Swim all the way to the end of this chamber. You frantically attempt to contact Strickland as the mountain's cargo begins to hatch! You must now, with your limited ammunition, deliver killing blows to the remaining Alien Entities. Blast them with care. The best



tactic is to put your back against a wall so you can't be surrounded and pick off targets as they dart toward you. When you defeat your final Alien foe, the exit gate opens and sucks you out of the mountain!

There are four waves of enemies to battle—once you start killing Aliens, it will trigger the generators to switch on and release Alien reinforcements. Nine enemies should be killed to trigger the end sequence. The sequence ends and after a few seconds, the exit gate opens.



ADVISORY

Did you run out of bullets? Then try grabbing and Strength Punches, although this isn't a preferred tactic.

STAGE 8: PARADISE LOST

STRATEGIC MAP AND OVERVIEW



Walkthrough

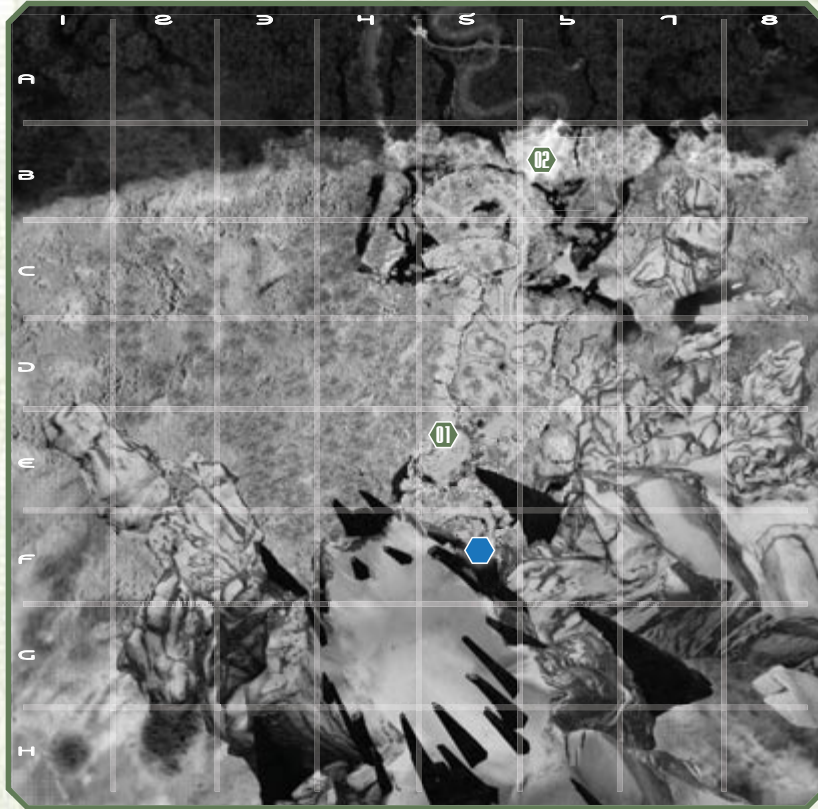
PARADISE LOST
Objective 01

AVAILABLE INTEL: EVACUATE THE ISLAND

The entire mountain is encased in a sphere of ice. Unknown hostiles are decimating U.S. troops. We are evacuating the island immediately. Escape from the sphere and proceed to the evac center.

Still reeling from your encounters inside the mountain, you must attempt to escape the icy sphere of death that the Aliens have shrouded the summit of the mountain in. This involves carefully descending a gigantic landslide encompassing numerous fissures, ravines, and a couple of loose rock platforms. On the way, you must dispatch the Alien Troopers dropped in to thwart you.

As you progress, you eventually reach the remains of a Marine team sent to locate you. Amid the frozen bodies, more Aliens appear, as does an old friend! Prophet is back, and he's rambling on about needing to head back into the mountain. He may require a psychological evaluation, but for the moment, he's most helpful as waves of Aliens strike the Marine's recon base. After Prophet's Nanosuit malfunctions, it's up to you to lead both of you past a second Marine encampment to a bridge at the edge of the sphere where Strickland's Marines are waiting to evacuate you both.



OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
E5	01	Find the Missing Marines	B6	02	Escort Prophet out of the Sphere

LEGEND

Deploy Point Objectives

Objective 01. Find the Missing Marines



"What's happening up there? I need a no bulls-t assessment!"
—Strickland

JSOC can finally get a location as you emerge from the mountain, and a VTOL flies in to evacuate you. Amid deep rumbled groans, the VTOL attempts to land, but it is blasted by a vast shockwave of energy. You're thrown out of the mouth of the mountain as dozens of Alien tentacled beasts pour from the hole!

OPTIMAL PATH



01A. Steady as You Go



You fall out onto a crumbling ledge high up on the mountain side. The ledge to the north leads nowhere. The ripped rocky side to the northeast is a sheer and deadly

drop. Major Strickland contacts you, requesting you recon to locate a squad of Marines, and bring them to an extraction point at the foot of the mountain.



WARNING

BASE jumping is usually a thrill, but without a parachute, you'll be dashed to pieces on the frosty rocks below. Keep away from the edge as you descend!

The only way onward is to begin to descend in an east/southeasterly direction, keeping on the ledge and passing a gigantic support strut on your left .

Although the sides of the mountain feature protruding rocks, you can't scale these surfaces. Instead, move quickly using Speed.



Keep moving around the base of the giant strut until you're facing northwest . Advance forward, keeping a keen lookout on the rocky trail below.

An Alien Scout sweeps into view, delivering a payload of four glowing objects. These are feared Alien Troopers! As soon as the Scout appears, unload a full clip on it so it explodes.



Alien Trooper Encountered!



You must now face four Alien Troopers. Don't make the mistake of charging them; you must encounter each individually, one at a time. Constantly check your HUD map for the

location of the nearest enemy and concentrate on defeating it before you move to the next. Quickly sidestep (using [Shift]) the ice shards fired from the foe.



Plan 01: If you have the bullets and you're a deft shot, switch to Speed (only toggle back to Armor if you're getting pulverized) and Sprint sidestep back and forth, firing quick bursts of rifle fire at the Trooper, or use Shotgun blasts in close. Don't advance farther than Waypoint .



WARNING

Do not advance too far! You don't want to be overwhelmed by these four Alien abominations!



As it closes, take a few steps backward, retreating to a large rock in the middle of the trail you can dodge behind if necessary. As the Trooper closes, shoot a concen-

trated burst of fire into it. After about 20 bullets strike in one attack, the Alien makes a strange blubbing noise; this is how you know it's dead!

Now repeat this plan for the three other Troopers. Again, back up the trail after advancing so you only need attack one foe at a time. Retreat, facing the Trooper and firing, using Speed to outrun it if necessary. Continue the combat until all four are defeated.



ADVISORY

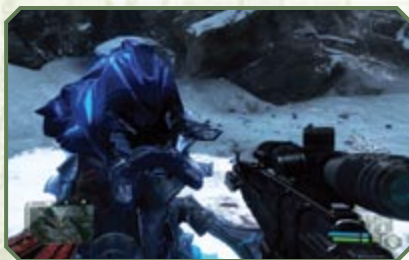
If you're taking down these foes without the extra maneuverability that Speed gives you, simply switch to Armor. The Trooper usually leaps into the air, descending onto you. When this occurs, simply sidestep out of the way, and switch to Armor if you aren't quick enough. You'll face the foe at close quarters—the best time to launch a barrage of bullets or a Strength Punch.



Plan 02: If bullet rationing or close combat appeals to you, switch to Strength and Sprint sidestep the ice shards. Dart behind any nearby rocks. As the foe closes

to melee combat, make a well-timed Strength Punch. This defeats the foe with one strike, although it can take two if you only glance it.

Plan 03: This is another feasible way to rid yourself of these immediate and otherworldly threats: Grab the Trooper and pummel it with Fists, or Strength Throw it against a rock or wall, crushing it.



ADVISORY

Using Strength and Punching is advantageous only when two or fewer Troopers are attacking, as enduring strikes from multiple foes while you're wrestling in close combat depletes your health dramatically.



Plan 04: Another plan is to engage Cloak after a Trooper spots you, which is usually good if you're facing fewer than three Troopers at once. Wait for it to jump nearby,

or advance on it. Then strike it with a barrage of bullets; the close, rapid gunfire is the key here.



Plan 05: Finally, equip your Assault Rifle with an Assault or Precision Scope

and retreat back up the slope. Then switch to Strength to steady your aim (if you wish), and zoom in on a faraway Alien Trooper. Blast it with multiple shots and dodge the incoming ice shards. This takes more ammunition, but it's safer.



WARNING

After the foe has been destroyed, listen for a beeping noise; this indicates the Trooper's body is about to explode! Don't stay near any dead Alien Trooper.



After the last Trooper has gurgled on the ground, move northwest around a corner to this large fallen tree (H). A massive, crumbling ravine caused by a landslide awaits

you. You have the choice to maneuver around the high ledges to the left (head along the left path), or move down the middle of the landslide.

OPTIMAL PATH



01B. Securing the Shotgun Shack

Move left, under the broken tree (H), and down the trail between the rocks. Ready yourself for combat with two additional Troopers that are preceded with a noise a second before their arrival. Back up to the boulders on your right and use them as cover. Employ any of the previously mentioned techniques and slay them both.



Walkthrough

PARADISE LOST Objective 01

Venture farther down the trail, until you reach a deep fissure

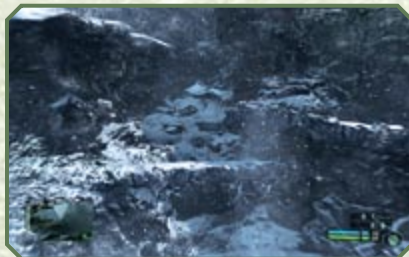
Ⓚ. Ahead of you is a half-demolished hut. Jump the fissure, using either Speed or Strength, and inspect the outer wall. Here you find F471s, ammo, and a Shotgun. Grab a Shotgun at the very least; it is excellent at taking down Alien Troopers!



👍 **Plan 01:** You can now fall down into the fissure, then walk to the rock pile at the end Ⓚ, and Strength Jump up and out of it, onto the landslide area.

Y **Plan 02:** Or, Speed Sprint, then Jump from the edge of the cliff where the shack is, across the fissure, and land on a semicircular area of ground in the middle of the landslide Ⓚ. Watch out; the landing spot falls away so move onto firmer ground!

Y **Plan 03:** You can also run around the right side of the fissure, back where you faced the previous foes to reach this point.



Y **Plan 04:** Or, maneuver onto rocky terrain to the left of the fallen tree and advance along a thin ledge Ⓚ above the trail. When the two Troopers appear, slay them

using your Precision Scope from up here.

Continue to carefully Strength Jump along the side of the rocky wall until you're above the shotgun shack. Then carefully descend and locate the weaponry and ammunition.

Y **Plan 05:** Or, fall down to the right of the fallen tree, under the tree's branches, and down a sloping hillside, toward the middle of the landslide. Ahead

and left is the semicircular area near the fissure Ⓚ, but you don't need to investigate this area or defeat the two Troopers.

Y **Plan 06:** Or, attempt to navigate the steep rocky wall to the southeast. This involves careful Strength Jumping and usually ends in a death plummet, although you can reach the lower levels of the landslide, too.



WARNING

If you're taking the sheer drops down the ravine, it is important to drop down them rather than leaping or you may fall too far and kill yourself! Help your footing by pressing Ⓢ as you fall, so you stay close to the wall you're falling down.

OPTIMAL PATH



01C. Recon Team Found and Frozen



👍 As you reach halfway down the landslide ravine (around Waypoint Ⓚ), bring out your Assault Rifle and Strength. Aim at the Alien Scout flying about the ravine below. Shoot it out

of the sky before it flies off to the east.

👍 **Plan 01:** Stay in the middle of the slope and use Strength and your Precision Scope to scan the area below for hostiles. You should be able to spot at least two. Blast them from range. If they get in tight, switch to rapid rifle fire.



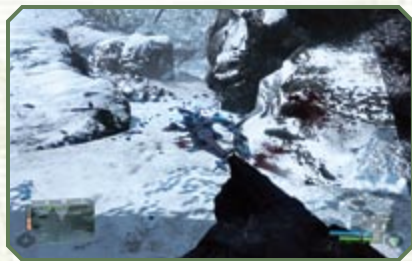
Continue down the slope, sliding down without damaging yourself in a long fall, and head for a rocky "island" with a copse of trees and smoke billowing behind it. You should move to

the ground in front of this area Ⓚ. You'll encounter another Trooper here. Shotgun blasts are an excellent plan.

APPROVED TACTICS

Another excellent way of avoiding the Trooper's pouncing attack is simply to Speed Sprint back away from it, firing your Shotgun. This usually takes a Trooper down in one or two shots!





Work your way northward around the rocks, keeping the tree island to your right. As you round the corner and look northeast (R), prepare for combat with two

Troopers in this area. Back up, and use previously described tactics (in **Path 01A**).



Round the corner, and face the promontory behind the tree island. There's a burning stack of barrels and an overturned Transport Truck (B) here. Check for any Troopers, then continue northeast, to the edge of another promontory. The Marines' coordinates are ahead and below you.



Maneuver down the cliffside to a massive, rocky mess of boulders, crushed trees, and buildings. The giant gap between the two rock walls with wrecked buildings atop them

is the clue to your route; move to the right of the partially destroyed building (B), and drop down to the Marines' Bulldog LTV and last stand.



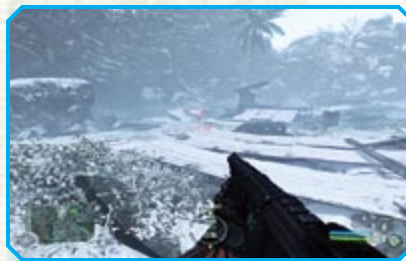
Plan 02: You can also traverse the trail as it winds downward and southeast, past the tree island, and around (B) to the giant gap allowing access to the Marines' last

stand. Beware of one or two lurking Troopers in this lower ravine.

You survey a scene literally frozen in time. Marines are scattered, encased in ice and immovable, after a one-sided combat. You inform Strickland that his two platoons are likely lost. Another Alien Scout is floating by on the horizon... then it's shot down! Prophet drops in, armed with an amazing-looking weapon!



01D. Additional Trooper Takedowns



Plan 01: If you want another method of delivering death to a couple of Troopers

close to each other, try Throwing a Frag Grenade at them. The best spot is at Waypoint (R), when you're about to encounter two of them. With Strength, you can also Strength Throw Grenades great distances so they explode as they land.

Plan 02: There's also a couple of objects to pulverize Troopers with, such as the ice-cold rusty oven on top of the tree island and a group of eight barrels (one is burning) by the overturned Transport Truck.



01E. Fun and Prophet



Plan 01: Seeing Prophet is a welcome surprise, even if he's acting strangely. Additional Alien Troopers fly in from the area to the southern east-west part of this frozen recon base (B) and

(R). Point your weapon southward and begin the slaying.

Prophet must head back into the mountain and seems to have lost his mind, but not his trigger-finger. He blasts foes apart with a long and strange alien cannon. Back him up, attacking the waves of two to three Troopers by locating them on your HUD map. Use your Shotgun or rifle and Speed to dodge their attacks.



Or, you can employ any of the previously described methods of defeating these beasts.

At any time during the battle, you can move to the north part of the base and look for the long metal container. Inside you'll find Shotgun, SCAR, and weapons and ammunition. Switch your SCAR with the SMG.



Walkthrough

PARADISE LOST
Objective 01

**WARNING**

The weapons and ammunition are cased in a thick layer of ice; don't punch or shoot the items, or they explode, much like the dead Marines outside.

**ADVISORY**

You can sit back and watch Prophet decimate the Alien hordes, but it's quicker to lend a hand, and definitely imperative after Prophet's suit malfunctions.



After about six of these Troopers have been defeated by you and Prophet, he lets out a cry of anguish and staggers to a pair of sand crates (B); his Nanosuit is malfunctioning, and he needs to leave the area immediately! He drops the Alien weapon he was carrying. How did he find it? He'll explain later.



or Melee Attack the Marines and they crack open, revealing ice-cold innards. This is as disrespectful as it is gruesome!

**Plan 02:**

During combat, you can find dropped weapons at the feet of many of the frozen Marines. Grab them if you need them. You can also shoot, Punch,

**Plan 03:**

There are a number of objects that can be thrown at the enemies to knock them back so you can finish them off. The best are these:

Two wheelbarrows (4 and 5) at either side of the base.

A boat motor in the northeast section.

A table saw in the ruined middle building.

Numerous barrels scattered about.

**Plan 04:**

During combat, you don't need to run about the ground area only; the roof of the weapon container shed is a good place for a vantage point (6). You can

lob grenades down from here. There's also a section of road sticking out of the southeast area (7) to which you can Strength Jump. This is another great camping spot.

**Plan 05:**

Finally, remember that most of the buildings shatter if their walls are struck, so find more solid places to hide behind, such as the Bulldog with the frozen gunner (8) or the inside of the overturned Transport Truck (9) [this is effective for darting in and out, if you're having problems downing the foes].



Objective 02. Escort Prophet out of the Sphere



"Let's give these ugly bastards a taste of their own! Ya with me, son?"

—Prophet



O2A. A Cool Reception



Prophet was wrenched out of the jungle by one of those fiends and he's adamant that he must return to the mountain. For now though, he should be escorted out of this sphere.

His Nanosuit is failing, so grab the strange Alien Mount (known as the MOAC), and swap your rifle with it. Now begin brutal combat as more foes arrive from the same direction as before. However, utilize the MOAC and make short work of all of them!



Keep your eye on Prophet's suit status (displayed on the Nanosuit HUD at the bottom of the screen). If it reaches zero, quickly locate a nearby heat source so Prophet can recharge, or you will fail the objective.

Combat continues until the second of two larger Scouts is shot down from the sky. It hurtles down in the southeast and explodes, creating a gap in the rubble-filled wall.



Finish off any remaining foes and depart immediately. You have a new objective to complete!

Alien Mount MOAC Acquired!



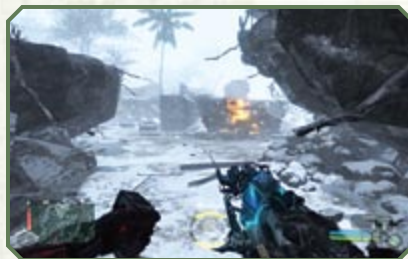
O2B. Combat with the Scouts



Plan 01: Flee through the gap in the rubble and pass a wrecked shack on your left. Leave Prophet for the moment and advance in an east-northeasterly route, checking the direction of the objective marker on your HUD map. Another wrecked encampment greets you.



Alien Scout Encountered!



First, move out of the trees in a vaguely southeasterly direction so the branches don't obstruct your view. Move near the burning Transport Truck, as this is a good place to seek cover (the side of the truck or building, or even below the ledge in the crevice) and fire at the Scouts. If you're having trouble locating one, check the in-game map or use your Binoculars.



Shoot each Scout with your MOAC cannon until it explodes in the air and hurtles down to the ground. Move out of the secondary explosion, which can kill, and look

for the next Scout to slay. Continue this battle strategy, edging to the encampment's opposite side.



Plan 02: The two Transport Trucks both house weapons you can use if you're not happy with the MOAC's firing patterns. Sometimes, the instant strikes of

the SMG or FY71 make Scout takedowns a little easier. The distance between you and the Scouts means the Shotgun isn't the best weapon to use.

Plan 03: There are some objects to hurl at the Scouts, but it is almost impossible to strike one with the barrels or the washing machine near the far end of the encampment inside the half-demolished shack.



Plan 04: You can also use the metal fencing as cover, or drop into the channels cut through the ground and use the rock walls. If you fall into a channel, use Strength Jumps to return to the upper surface. It's easier to strike the Scouts from up here.

Plan 05: The area just below the first Transport Truck holds a large refuse container and an partially overturned metal truck container. Both are excellent places to hide from the Scout's fire.



Walkthrough

PARADISE LOST
Objective 02

When all the Scouts are slain, or even if they aren't, flee the area to the east-northeast and maneuver through a crevasse toward the extraction point.



Pass under the bridge and look up and to your left. Ahead is a rocky slope and a smooth area just beyond it. Hike up the smooth section (L4) as Prophet bellows for you to hurry. Make a left as you reach the plateau at the top.



O2C. Mind the Gap

Clear the crevasse, and Prophet shouts to head for the bridge. Bring your MOAC to bear on a Scout sweeping under the bridge ahead of you. Demolish it before it can fly away.



It drops three or four Troopers, so bring out your favored weapon (or keep the MOAC) and lay waste to all three. Stay in the vicinity of the crevasse (L1) and use the rocks as cover. Now advance onto the frozen river.



Turn and look to the north. A wrecked Transport Truck teeters on the rock plateau above you, leading to the bridge itself. You can't scale the rock wall to your left (L2), so move northward, passing the frozen boat and Marine to your right (L3). These can be shattered, if you choose.

Turn and look to the north. A wrecked Transport Truck teeters on the rock plateau above you, leading to the bridge itself. You can't scale the rock wall to your left (L2), so move northward,



Pass by a six-vehicle army supply convoy decimated by this Alien menace. Prophet is yelling that more foes are spilling out from the mountain behind you! Sprint around to the edge of the bridge (L5), where you'll see the teetering Transport Truck you spotted earlier.

around to the edge of the bridge (L5), where you'll see the teetering Transport Truck you spotted earlier.



ADVISORY

It might be wise to Save at this juncture. Your bridge-jumping skills must be perfect!

Cross the bridge as Prophet orders you to. This is accomplished by Sprinting with Speed engaged, and either Jumping, or running off the broken edge and landing on the metal wreckage on the other side. Aim for the flat bridge surface and not the girders. Then head to the rendezvous point with Strickland's forces.



You can also leap the gap if you Strength Jump and aim for the twisted metal girder horizontal to you, at the edge of the other side of the bridge. Careful landing allows you to drop here and Strength Jump again to the solid portion of the bridge. This is tricky, but possible!



WARNING

If you miss with the Strength Jump or fall short with any other technique, you're likely to fall too far for your Nanosuit to save you. Try this again! If you take too long, a Scout comes into view and begins an attack pass. Either stop and defeat it with your MOAC, or ignore it and attempt to jump the bridge.



STAGE 09: EXODUS

STRATEGIC MAP AND OVERVIEW

AVAILABLE INTEL:

EVACUATE THE ISLAND

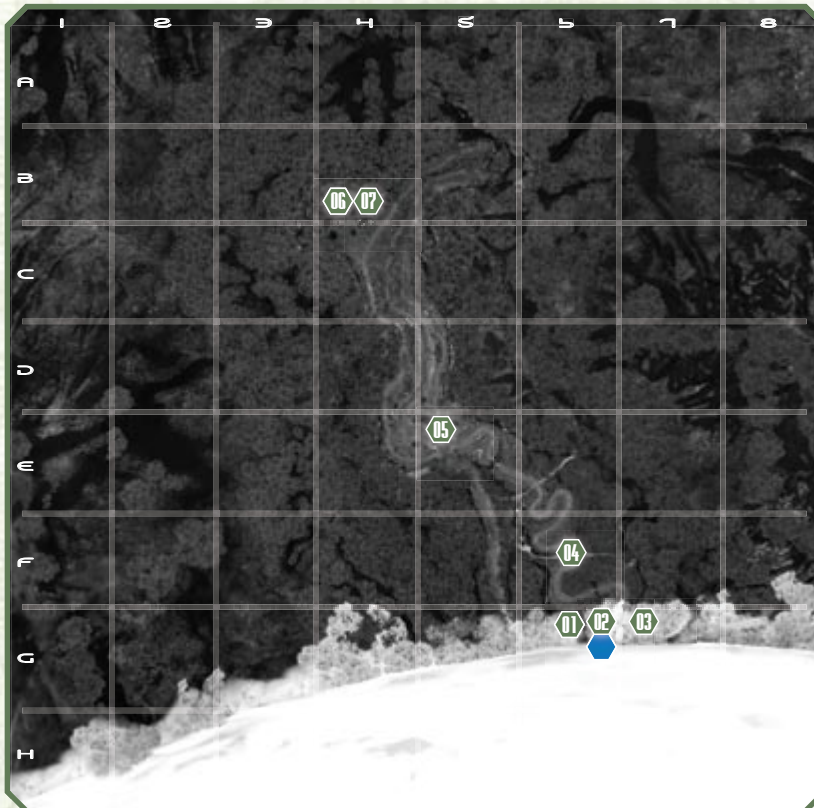
The entire mountain is encased in a sphere of ice. Unknown hostiles are decimating U.S. troops. We are evacuating the island immediately.

After you navigate out of the ice sphere, it's time to leave the island entirely! Prophet speaks with a small recon unit of Strickland's Marines holed up in an ice-encased café at the edge of the sphere, which is slowly expanding. After informing the Marines' C.O. of their predicament, you're to help defend these men from a barrage of Alien Trooper and Scout attacks. When there's a lull in the fighting, Prophet darts to a Bulldog LTV and the remaining troops pull out, heading down the mountain road.

Gunning down Alien Scouts as you rattle around in the turret of the LTV, you spot a Vulture taking heavy fire from two Scouts. It crash-lands near a river at the base of the mountain. A survivor is trapped inside: It's Dr. Helena Rosenthal, who can provide vital information on these Aliens. You must quickly head to the crash site and defend it from another Alien onslaught. As Prophet bundles Helena into another VTOL, you're told to make a final stand with Major Strickland, who's evacuating the final troops from the island. Utilizing the AA vehicles, you must create a barrage of turret fire to prevent the Aliens from taking down the escaping VTOLs before you can be evacuated from this hellish place.

LEGEND

 Deploy Point  Objectives



OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
G6	01	Meet with Keegan	E5	05	Defend the Crash Site
G6	02	Assist Strickland's Recon Team	B4	06	Rendezvous with Major Strickland
G7	03	Get into the LTV	B4	07	Defend the Evacuation Point
F6	04	Proceed to the VTOL Crash Site			

Walkthrough

EXODUS
Objective 01

Objective 01. Meet with Keegan



"It's 200 below inside that thing! Everything's dead... everything human, that is!"
—Prophet

OPTIMAL PATH



01A. A Cold Reception



Move from the mangled bridge toward the frozen building on your left—what's left of the Hillside Café. After talking with one of the soldiers crouched at an outside defensive point, Prophet learns that the soldier's commanding officer is inside the building. Reconnoiter around the area if you wish.



The rear balcony of the café offers the best view of the changing weather patterns that the sphere is creating, including thunderstorms and twisters farther down the valley. There are a few Marines on this balcony, too. You can also check inside the café, which is small. It has an entrance, bathroom, kitchen, and main bar area, where Keegan is waiting.

**WARNING**

Don't leap down the valley, away from these Marines (or away from any of the future objectives). If you do, the Aliens attack and massacre the troops you were ordered to protect! Then your mission is terminated.

**ADVISORY**

Before you speak with Keegan, be sure to inspect the tables behind him, where a variety of weapons can be grabbed. Keep your MOAC, but grab some of the following: Shotgun, Shotgun ammo, Missile launchers, Gauss Rifle, and Gauss Rifle ammo. Additionally, this ammo can be found outside the café by the wreck of a truck: FY71 and Incendiary ammo. The same stash can also be found later in the level by the VTOL crash site and at the Evac Center.



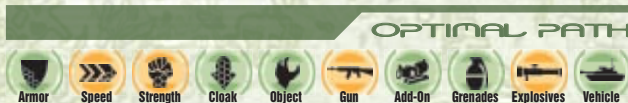
After you've inspected the café, go outside and check the three Bulldog LTVs; you can man the turret, but can't drive them. The two Pickups shatter when you shoot

or strike them. There are two cabins nearby with no way inside, but the roofs (and the roof of the café) make good vantage points. Now locate Keegan inside the café. He's certainly pleased to see you!

Objective 02. Assist Strickland's Recon Team

"I've got orders to get these men down the valley to the evac center. They're pulling everyone out!"

—Sergeant Keegan



02A. Keegan's Last Stand



Plan 01: As soon as Keegan begins to speak about heading down the valley to the evac center, run and leap atop the café roof as the first wave of Alien attacks

begins. Train your MOAC on the Scout floating above the building and bring it down to the ground. Then face south.



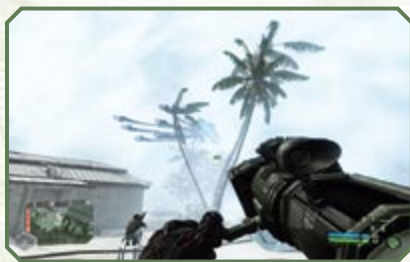
The Marines are training their weapons on the area above the two cabins, where a Scout drops about four Alien Troopers that begin to swarm and attack. Try to get rid of

the Scout from the roof, then concentrate on the Troopers, backing up and bringing them down with your MOAC fire. Optionally, drop to the ground and maneuver around if the roof is too constricting.



The roof is a great place to tackle the final foe (for the moment): another Scout flitting about the skies. Bring it down with more MOAC fire and keep following it as

it moves in and out of the edge of the sphere. As soon as this beast disintegrates under your fire, Prophet runs to the parked Bulldog LTV. Time to go!



Plan 02: Another plan is to utilize weapons other than the MOAC (although there are finite bullets, compared to the MOAC's infinite firing). Try shooting close Alien Troopers with the Gauss Rifle, or the large Scouts with two or three Missiles for a quick takedown. Then grab another Missile Launcher before starting Objective 03.

Plan 03: Some other plans to attempt include Strength Throwing the large metal cases (three different sizes) at the incoming Troopers (although the MOAC is far more advantageous).



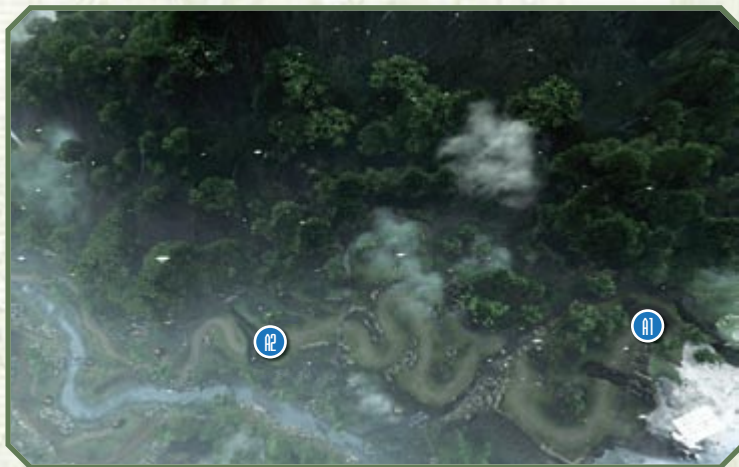
Plan 04: Or, you can Punch one of the rusting cars against the side of the café building and stay inside, sniping at the Troopers and using the car as cover. It's difficult to aim up at the sky in here, but the building offers a little more protection.



Walkthrough

exodus
Objective 03

Objective 03. Get into the LTV



"All units, this is Vulture Four! We got hostiles on our tail. Can't lock, can't evade!"

—Vulture Four



ADVISORY

Try pressing **F1** to change the perspective of your weapon, and **02** to switch to an aimed shot. Usually, regular **01** fire is preferred, in the first-person perspective, as this gives you a greater angle to aim, all around you.



POINTER

Ignore the road conditions. Prophet is at the wheel. Instead, concentrate on your firing!



03A. Bulldog Butchery



There is but one plan to undertake: Man the turret and prevent the incoming Alien Scouts from devastating your convoy! As you pull away from the buildings **01**, spin the turret

around and slay the Scout directly on your tail. Be sure to drop him, or he continues to attack as you descend the mountain.

As you flee down the hill, swing the turret around as Prophet yells that a second Scout is approaching at 12 o'clock. Blast it as it passes over you, then spin around and finish it.



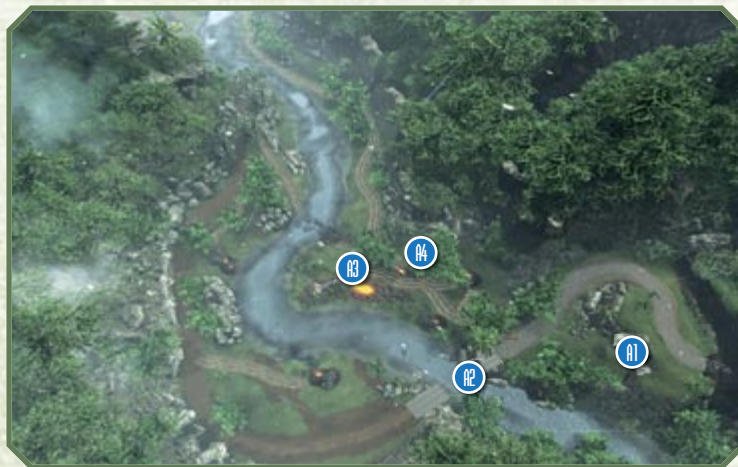
Continue to fire and look ahead and left. Cut down another Scout as you pass over the bridge. Make sure these Scouts are defeated, or they fly around and fire at you. As you turn left along the winding road, Vulture Four radios in under heavy fire.



Look along the cliff side to your left to see Vulture Four tearing through the skies with two Scouts on its tail. You don't have the time to save the vehicle; it crash-lands in the

valley below. Pick off another Scout through the trees on the mountainside as you hear a radio message from Helena Rosenthal. Strickland needs that woman alive; she's the only one who knows how to deal with these bastards! Finish off any remaining nearby Scouts as your Bulldog reaches a fissure in the road (R).

Objective 04: Proceed to the VTOL Crash Site



**"Please! Get me out of here!
I'm trapped...The pilot's dead...
there's dozens of them!"**

—Dr. Helena Rosenthal

Plan 03: Or, you can shoot the Bulldog turret at the foes swarming the VTOL from this long range, then stay as the Bulldog falls into the fissure.



ADVISORY

Throughout this combat, use Speed to avoid the Scouts' fire, and Armor if you're getting caught by them. Remember, when using the MOAC, predict and fire where the Scout's flight path will take it, or else the shards don't find their mark.



04A. Defending the VTOL

Plan 01.1: Disembark from the Bulldog quickly, as the road soon cracks and the vehicle tumbles down into the fissure. You can leap across the gap, or slide down the fissure and run to the right (R), around to where the road continues. Check your HUD map as a couple of Scouts appear in the area. Deal with them as you trek toward the crashed VTOL.



Plan 02: Or, you can drop down into the fissure and run to the left into the river, then Speed Sprint under the bridge with the flaming tank on it (R) all the way to the crashed VTOL.



Plan 01.2: Prophet makes the rendezvous with the VTOL, so meet him at the crashed craft (R). He orders you to cover him while he rescues Helena. Stand away from

the burning fuel and the craft, and check the HUD map for incoming foes. Run to the AA Vehicle (R) and spin the turret around. Bring the cannons to bear on the six or so incoming Scouts.

Plan 04: Or, you can choose to use the MOAC, the Gauss Rifle, or the Missile Launcher for any of the incoming foes. You can maneuver on either side of the river, although the easiest place to dash around is close to the VTOL itself.



POINTER

Whatever the plan you choose, when Prophet reaches Helena, you are given new orders, effective immediately!

Objective 05: Defend the Crash Site

"Nomad, hold 'em off, I'll get her out of the wreckage!"
—Prophet



Walkthrough

OPTIMAL PATH

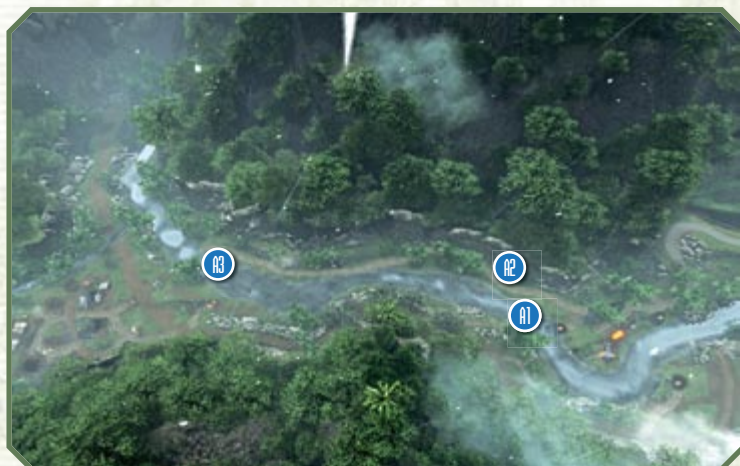


05A. A Supporting Role



Plan 01: Nomad wrenches the VTOL's damaged rear doors open. Your plans are clear; continue to provide supporting fire until Major Strickland radios in to let you know he's ordered another VTOL to take Helena to safety. As this occurs, concentrate your fire on Scouts attacking the crashed VTOL first. Fire until all Scouts are defeated and Helena boards the VTOL. It takes off with Prophet inside, and you're left to reach an evac point to the northeast on your own.

Objective 06: Rendezvous with Major Strickland



"It's nice to feel wanted, Major!"

—Nomad

OPTIMAL PATH



06A. River Rampage



Plan 01: As soon as the VTOL takes off, head directly for the evacuation site. A gigantic striding *thing* enters the valley, and it's equipped with an invulnerable shield.

You can't defeat it here; retreat to the north/northwest and search out the evacuation site.



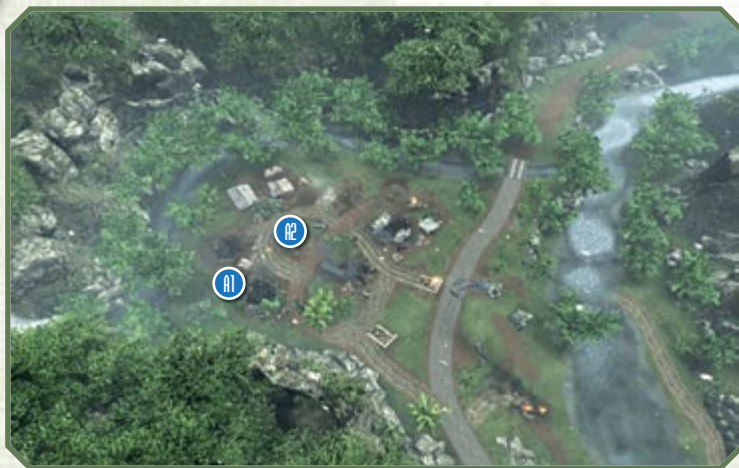
of the roads onto the tarmac, then along the main road to the left of the river.

Or, you can travel along the dirt tracks on the right side of the river, which split up and combine. You'll pass the useable AA vehicle (A2) as you move down the road to cross the ford (A1). Fire on incoming Scouts when they arrive, then move directly to Major Strickland [Objective 06].

Strickland is yelling at you to reach the evacuation point, which can be accomplished in a number of ways. The easiest way is to drive over the river (A1), up either



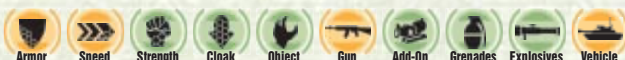
Objective 07: Defend the Evacuation Point



"What in the name of General Patton is that f—ing thing?!"

—Major Strickland

OPTIMAL PATH



07A. River Rampage



Plan 01: Strickland tells you the remaining VTOLs are ferrying people off this God-forsaken rock and you'll be on Vulture Four One, as your Nanosuit information is vital

to the efforts to repel this invasion. For the moment though, you're instructed to head to the AA vehicle nearby 01 and begin to tackle the foes in the skies.

Use Speed Sprinting to reach the AA vehicle, but clear the immediate area of Alien Troopers first, as they can seriously damage the vehicle. When all ground foes are defeated, step into the AA vehicle and train it to the skies, as you have before. Continue to blast Scouts out of the air until Strickland yells that Vulture Four One has arrived.



Plan 02: Although never a sound idea, you can leave the AA vehicle and head to the weapons depot 02, where a few remaining items can be salvaged (the rest were already used in this battle). Expect to locate a SCAR, SCAR ammo, and a Gauss Rifle. Plus, there's more ammo around the MG nests and close to Strickland: SCAR, Gauss Rifle, and Missile Launchers.



Plan 03: Other not-so cunning plans include the following:

Cross the river and secure AA vehicles that aren't near the evacuation site, but only when they are the closest to you.

Finally, you can use objects to defeat the Troopers (but not the Alien foes that are in the air). Try Throwing:

Barrels

Bag of coconut husks (north hut near the AA vehicle)

Gas canister (exterior side of second hut, near riverfront AA vehicle)

Green bin (exterior of second hut, near VTOL take-off site)



Continue this epic blasting until Strickland orders you into the VTOL, then immediately leap from the AA vehicle, cross to the VTOL take-off spot, and flee this mayhem.

You reach the VTOL hatch as Strickland pushes you inside. As he's about to embark, he notices a gigantic striding Alien incoming, and stands his ground while you protest. "I'm, a Marine son!" he retorts. "I'll walk on water if I have to!" The craft is overloaded, and the VTOL grinds upward as the behemoth blasts Strickland with a ball of energy and fire. The hatch closes as the VTOL attempts to ascend....



STAGE 10: ASCENSION

STRATEGIC MAP AND OVERVIEW

AVAILABLE INTEL:

EVACUATE THE ISLAND

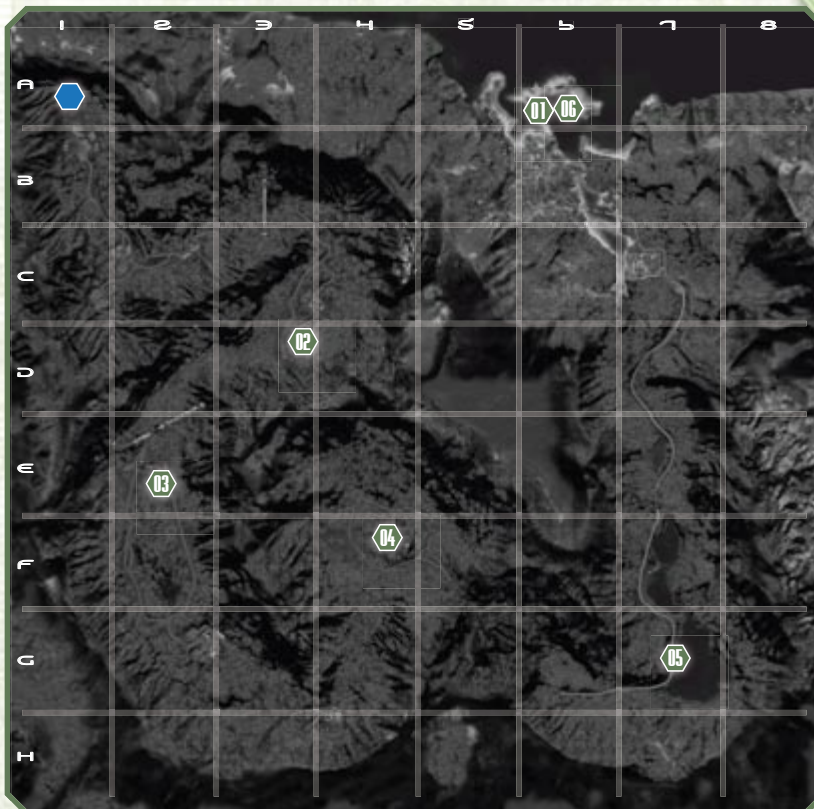
The entire mountain is encased in a sphere of ice. Unknown hostiles are decimating U.S. troops. We are evacuating the island immediately.

After a very heavy take-off, where your wise-cracking pilot succumbs to enemy shards and you're forced to take the controls of the VTOL. You quickly learn how to fly this damaged machine, which is operable, except that it must fly at low altitudes. With this in mind, you must follow a team of VTOLs over a bridge to a plateau where friendly troops are to be picked up. Whether you're successful or not, the flight continues.

You are next tasked with checking for survivors at a nearby camp, but there are none. The same can't be said to the north, where a VTOL is attempting to evacuate a number of key personnel from an island in the middle of this valley system. After defending this area, and zigzagging through a canyon, you're ready to push northward, stopping a U.S. Military convoy from being attacked, before pushing all the way to the ocean, and the safety of the USS *Constitution*.

LEGEND

 Deploy Point  Objectives



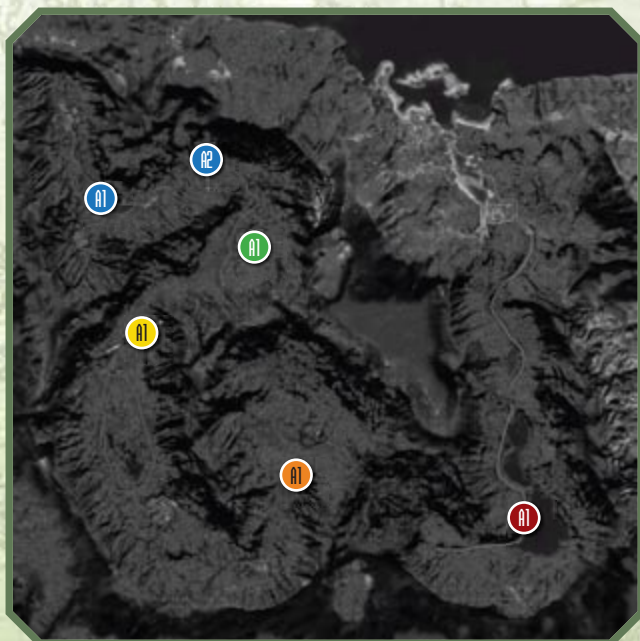
OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
A6	01	Escape to the Aircraft Carrier	F4	04	Defend the VTOLs
D3	02	Defend the Plateau	G7	05	Assist the Convoy
E2	03	Investigate the Camp	A6	06	Escape to the Aircraft Carrier (Continued)

Walkthrough

ASCENSION
Objective 01

Objective 01. Escape to the Aircraft Carrier



*"Hold onto your hats, gentlemen.
Today's forecast: S—tstorm!"*

—VTOL Pilot

The VTOL takes some slams from the Aliens' bursts of fire, and the pilot is shredded. You break through into the cockpit, and request Command assist you in steering this craft off this rock!

OPTIMAL PATH



01A. Steady As She Goes

ADVISORY

While flying the VTOL, don't make any wild movements, and remember this craft hovers and pitches left and right, as well as cruising forward, backward, up, and down. Don't ascend above the tops of the valley, or you lose control.



Plan 01.1: Use the $\uparrow$ axis to straighten the craft to a horizontal plane, and tap Spacebar to gain a little height. Now move forward slowly using W , with A and D to

strafe. You can turn right and left (or rotate) easily with the H axis. Move forward and remember that S allows you to reverse, but is usually used to slow down.

ADVISORY

Use F1 to change the viewpoint of your craft to the one that's most suitable for flying. Unlike ground vehicles, the VTOL has three different viewpoints. Play with the configuration until you find one you prefer.

Fly to a gap in the valley A1 and steer to the left, following a couple of friendlies that are extracting troops, too. They radio that a group of Marines are in trouble ahead.



Ascend using Spacebar and keep your speed up with W . Fly over the bridge A2 , turning to the right to fly along the winding valley.

Plan 02: Or, you can test your flying skills and zoom under the bridge without scraping it or the ground below.

WARNING

Or, you could try flying between the bridge support ropes and the bridge road! However, this, and similar attempts to fly into tunnels, usually results in a fiery explosion and your demise!

Objective 02. Defend the Plateau

"One-Four, we have several birds attempting take-off from a plateau ahead"
—Skybird Command

OPTIMAL PATH



02A. Minigun Mayhem



Plan 01: Slow down as you receive a message from the VTOL leader; he's extracting Marines from the plateau below A1 . You must defeat the three Alien Scouts

hovering about to the northwest and behind you. Stop and pivot left, then strafe them with Minigun fire M1 . You can steer behind them if you wish, but hovering and pivoting (without tipping left or right) is the easiest plan.

POINTER

You can also barrel roll by hitting E and A simultaneously. Shift also increases your acceleration by firing the VTOL's afterburners.

Plan 02: Or, you can wait for a target lock-on (which occurs automatically if the Alien Scout is within your crosshairs) and fire off one of your VTOL's missiles M2 . However, you only have 12 and they are best saved for later.

When all of the Alien Scouts are defeated, the VTOLs can take off, and Objective 01 commences again. Or, you can ignore the Marines, fail the objective, and continue down the canyon.



ADVISORY

If you start to tip alarmingly to one side, be sure you move your Mouse horizontally in the opposite direction to steady your craft while slowing down. Then ascend and begin to move again. Remember you can look directly up to attack foes and track their maneuvers all around you, but remember to slow down and keep off the ground and away from the canyon walls when you do so!



Walkthrough

Objective 03. Investigate the Camp

"Vulture Stand by. F36s are inbound. Check the camp for survivors."

—Skychief



03A. Rendezvous with the Vultures and Pressing On



Assuming you allowed the two VTOLs to take off, follow them along the valley until you reach a partially destroyed bridge (B1), where you can see the slowly expanding

sphere. Fierce tornadoes are active in this area. Fly over the ridge between the tornadoes and the sphere, or roll (Q) and (E) to avoid the turbulence when you come near a wind plume. You're asked to locate survivors at a camp ahead of you [Objective 03].



WARNING

Do not maneuver into the rapidly expanding ice sphere, or you'll freeze and drop to the ground with a sickening thud!

Pilot the VTOL around and slightly to the left, heading southeast. Fly over the camp. You inform Skychief that there are no more survivors. He acknowledges, and updates your nav.

You are to defend a group of VTOLs over the next mountain range, south of your current position. Fly up the valley as the rain beats down.



Objective 04. Defend the VTOLs

"Blue seven, break right! Oh, s—t! Requesting immediate air support!"

—Vulture Two-Zero



04A. Combat in the Gorge

Maneuver northward, passing over a supply station, and head toward the VTOLs as they inform you that they need help. Ascend over the valleys until you reach the gorge (B1).



As you spot the plateau below with the VTOL attempting to take off, swing around to the east and wait for five Alien Scouts to appear. Your usual mixture of machine gun fire and Missiles ruins their ambush. You must eliminate four of the five Alien Scouts to complete the objective. Keep fighting until the VTOL pilot radios in that he's ready to move.



ASCENSION
Objective 04

Objective 05. Assist the Convoy

"Convoy on the road ahead under attack. Proceed with caution, over!"

—Skychief



05A. Firing at More Flying Fiends



Turn southeast, and boost forward toward the gap in the mountain range. Accelerate forward, then swing east around the gully and out the other side. Avoid the

walls by flying sideways, and maneuver around the falling rocks by stopping and waiting for them to fall, or boosting around them at speed.

Swing around the corner so you're facing north and can see the military convoy moving along the lakeside road. Three Alien Scouts fly in from the north. You know what to do. Begin by softening them up with Missiles, then strafe them with machine gun fire. Destroy one of them at a time and attack immediately. Optionally, slow down and hover over the convoy in a defensive position, so the Aliens don't destroy any of the vehicles. Speed is the key to achieving this objective. Then you return to your main objective.



Objective 06. Escape to the Aircraft Carrier (Continued)

"let's get them back in one piece, fellas! I can see the carrier—We made it!"

—Vulture Two-Zero



06A. Into the Wild Blue Yonder



You're still flying northward, following the river to the ocean. As you go, expect more enemies to fly at you, or the same way you are traveling, before

they circle around. Avoid their showers of ice by side-flying and slowing down, blasting them before too many converge on you.



Continue onward, flying through the valley to a KPA settlement at the edge of the ocean. A few Alien Scouts are tearing through the buildings below, but this is of little interest to you. You can slow down to shoot the Scouts and use up the last of your Missiles, if you want. Then speed northward, as quickly as possible, to rendezvous with the USS *Constitution*.



STAGE II: RECKONING

OVERVIEW

AVAILABLE INTEL: DEFEND THE USS CONSTITUTION FROM THE REMAINING ALIEN HORDE

You have finally made it off the island. You rendezvous with Admiral Morrison and get the lowdown on the Navy's intentions: They plan to destroy the island and all its otherworldly inhabitants with a nuclear strike. Dr. Helena Rosenthal vehemently disagrees to no avail. The nuclear strike fails terribly. It accidentally *increases* the Aliens' strength, and they launch an all-out counterattack. You must defend the ship against several threats before squaring off against the deadliest Alien foe yet.

OBJECTIVES

- | | | |
|-------------------------------|----------------------------------|-----------------------------------|
| 01. Proceed to CDC | 06. Disable the Circuit Breakers | 11. Destroy the Alien Exoskeleton |
| 02. Proceed to the Armory | 07. Shut Down the Reactor | 12. Get to the VTOL |
| 03. Proceed to the Bridge | 08. Lower Control Rods | 13. Defeat the Alien Warship |
| 04. Defend the Flight Deck | 09. Return to the Flight Deck | |
| 05. Locate the Chief Engineer | 10. Go to the Armory | |

Objective 01: Proceed to CDC

OPTIMAL PATH



To CDC



Your ride touches down on the deck of the USS *Constitution*, and Helena Rosenthal, Psycho, and a few of the ship's crew stand in front of a captured Alien.

After a brief scare when the creature absorbs nearby energy from the building and almost escapes, you are called to CDC to speak with Admiral Morrison.



ADVISORY

Follow Psycho to the CDC. If at any time you get lost inside the ship, listen to the crew's helpful directions or look for the signs posted at every intersection.

"As soon as I get confirmation from the White House, we'll reduce these bastards to dust."

—Admiral Morrison

You don't have to muddle through the maze of corridors inside the ship; simply follow Psycho to the CDC. If you take a wrong turn somewhere, look for the green signs at each intersection and next to each staircase that point to the various important ship areas.



When you meet up with Admiral Morrison, he congratulates you on the video data your suit has collected inside the mountain. The admiral and Helena get in an argument about the best way to handle the Aliens, but before it can be resolved, CDC loses contact with another carrier in the fleet and Morrison orders everyone from the room.

Objective 02: Proceed to the Armory

OPTIMAL PATH



To Armory



Follow the signs until you wind around to the armory. Inside, scientists work on Prophet and the strange alien weapon he's recovered. After Psycho argues with Prophet about returning to the island, climb into the diagnostic chair so that Helena can upgrade your suit with a device that can transmit a special signal pattern that causes the Aliens to draw too much power and overload their circuits. Watch for a crew member to bring in the TAC Cannon—which you can't pick up yet!—and then head to the bridge to speak with Admiral Morrison again.

"What exactly are you guys doing to me?"

—Nomad



Walkthrough

RECKONING
Objective 02

Objective 03: Proceed to the Bridge



To Bridge



Exit the armory and follow the signs in the corridor and up the stairs to the bridge/flight deck. The military has decided on a nuclear strike against the island, but before Admiral Morrison can give the go-ahead, Prophet steals a VTOL and zooms back to the island. The admiral insists on nuking the island anyway, and the strike hits the Aliens moments later. It not only fails, it actually increases the Aliens' strength just as Helena had predicted. The Aliens launch a major offensive at the USS *Constitution*.

"The Pentagon has authorized the use of nuclear force."

—Admiral Morrison

Objective 04: Defend the Flight Deck



"Shake it off, Nomad. This whole ship's going to hell in a hand basket."

—Admiral Morrison

Continue to the bottom level and look for another mangled door to the south. Strength Punch this door and head south through the fire-filled next room. In the room with the two dead crewmembers on the floor, turn east. You should see the open hatch leading out onto the flight deck.



04A. Decking the Aliens



The Alien attack briefly knocks you unconscious, and as you get to your feet, Admiral Morrison orders you out with the troops to defend the ship. You currently have

no weapons, so grab the pistol on the table and look for the door to the north that's been mangled from an explosion.

Strength Punch the door and continue into the next corridor. Keep going until you reach the room with the dead officer sprawled on the ground. Retrieve the Gauss Rifle from the table on the right side as you enter the room.

Now look for the stairs. To reach the flight deck, keep descending each staircase you find. Two levels down, you should find the Minigun on the landing next to dead crewmen. Don't forget the Minigun ammo near the gun in the shadows.

As you exit the hatch onto the flight deck

A1, you're just in time to see a VTOL attempt to take off and get shot down by the enemy Aliens. All hell has broken loose on the deck, and although other military personnel are scattered about, it's clearly up to you to put an end to the first prong of the Alien invasion.



WARNING

Ammo is precious on the ship! The flying Aliens are very quick and maneuverable, so opt for the gun you feel most accurate with. Don't waste shots unless you have an Alien dead to rights.

By this point, you should have at least two Aliens in sight. Maintain cover whenever they have a bead on you, then dart out to your next cover spot after they pass by overhead. From Waypoint A1, switch to Speed (or Armor if enemy fire starts hitting your area), step out to your right and search the area near the burning fighter jet for additional Gauss

Ammo and a pair of Missile Launchers **(R2)**. Unload with the Gauss Rifle if you like, but save the Missile launchers for later. These Aliens move too quickly to get a reliable lock on them unless you stand still for a long time, and that makes you a fairly big target. Return to this area if you need to reload.



Grab your ammo quickly and Speed for the fighter jets parked on the deck ahead and to your right **(R3)**. Use the jets' bodies and wings as cover as you return fire on the Aliens.

Depending on how many you've squelched by now, you may have several bogies cruising the skies for you.

You probably need more cover. Break into a run at full Speed across the deck and hide behind the raised metal cover at **(R4)**. This is the best cover spot on the deck. Depending on which side the Aliens are on, you have a full wall to shield you. Most of the action takes place near the control tower, so your back should be the south side. If an Alien flies over the metal cover, target that Alien (using Strength to steady your aim) and drop it before its brethren can double-team you.

Continue dropping Aliens from your **(R4)** position. If the Aliens get line of fire on you, just switch to Speed and bolt for another cover spot. Eventually, Admiral Morrison announces that the attack has ceased (for now). Unfortunately, you have bigger problems to deal with below decks.



OPTIONAL PATH

Armor Speed Strength Cloak Object Gun Add-On Grenades Explosives Vehicle

04B. Sideswiping the Aliens

Objective 05: Locate the Chief Engineer

OPTIMAL PATH

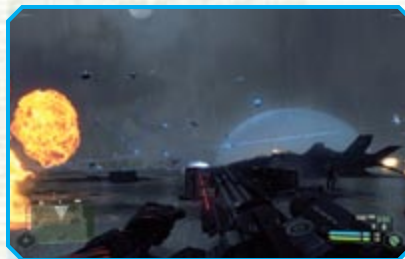
Armor Speed Strength Cloak Object Gun Add-On Grenades Explosives Vehicle

To the Chief Engineer



When the admiral explains that the ship's nuclear reactor is overheating and gives the word to find the chief engineer, head to the deck elevator at the third fighter jet (just south of **(R3)**). Enter the

elevator at the third fighter jet (just south of **(R3)**). Enter the



The deck offers other cover spots from which to deal with the Aliens. Begin

from **(R1)** (or **(R2)** if you need ammo) and run east to the construction vehicle **(R1)**. The vehicle's tall frame protects you from most strafing fire, and you can maneuver around it easily if you need to place it between you and an enemy.

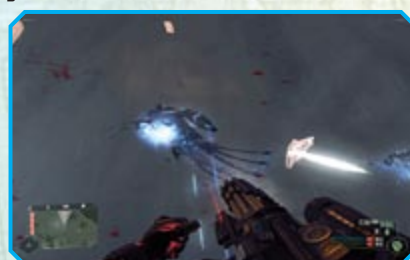


WARNING

Watch out for the red explosive barrels near the construction vehicle and elsewhere on deck. Stray gunfire can ignite the barrels and cause unexpected damage.

Continue east along the wreckage **(R2)** and pick your spots to return fire at the flying Aliens. If you think it's too risky, forget firing for now and continue on with Speed. At this point, it's more important that your suit avoids damage, than nailing the Aliens.

As you near the edge of the ship heading southeast, look for a catwalk that lines the deck **(R3)**. You can drop down onto this catwalk and use the lip of the deck as cover



from the Aliens attacking the main deck section. Move back and forth, north to south, on the catwalk to avoid detection, and rely on Cloaking to give an Alien the slip if you're spotted. Strength Jump up to the deck if you want to leave at any point.

"If you get in trouble, let me know."

—Dr. Helena Rosenthal

"I'm always in trouble."

—Nomad

small corridor at the bottom of the elevator shaft and step into the next room. Walk southeast to an open hatch with a smaller elevator. Jump down in here. The floor buckles a little and it drops you into a passage with water up to your knees, but otherwise you and your suit are fine.



Walkthrough

Reckoning
Objective 05

Continue into the next room and turn left. A dead marine lies on a table with some weaponry and ammunition. Stock up on everything you can: Shotgun, Shotgun ammo, Pistol, SCAR ammo, Minigun ammo and Rifle Grenades. Replace one of your weapons with the Shotgun (probably the Minigun). The upcoming, close-combat battles will go better if you're armed with the Shotgun.



Exit via the large bay doors to the north. Walk around the bend to the northeast and then face the northern corridor again (shown here). Take a few steps forward, then immediately back-peddle as soon as you see an explosion erupt down at the far end. The bang singes your eyebrows, but you won't take any damage if you retreat. When the

explosion dissipates, turn Speed on and run to the end of the corridor. The hot steam jutting out of the pipe near the end will cause damage so run through this area quickly.

Enter into the next room where a crewmember falls from the upper level and ends up dead in the water at your feet. Now you can hear the sounds of battle all around you. Continue to the door on the opposite end and Strength Punch it open.

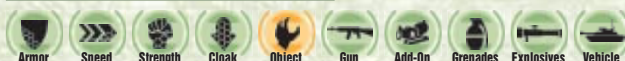


You're now in a small dark room. Cross to the opposite door and Strength Punch it open. You've reached the chief engineer's room, which is guarded by a handful of soldiers, one of whom greets you at the doorway. Head to the northern end and walk up the stairs to the chief engineer standing on the landing.



Objective 06: Disable the Circuit Breakers

OPTIMAL PATH



To Circuit Breakers



The chief engineer explains that the first step in shutting down the overheating nuclear reactor is to disable the circuit breakers. He opens the blue door to your right and stays in contact with you via the intercom.

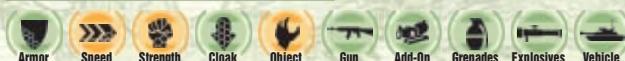
In the next room, pass by the mangled door marked with the sign that says "Turbines" and circle around to the descending staircase. Enter the door that says "Exchange Room." Turn left and wade through the water to the room's northern section. A platform in the corner above the water holds the circuit breaker box. Look for the flashing red light and access the box to turn it off.

"Head over to the reactor room and initiate the SCRAM sequence."

—Chief Engineer

Objective 07: Shut Down the Reactor

OPTIMAL PATH



To the Reactor

Retrace your steps down the stairs and move under the circuit breaker platform. Take the corridor in the northeast corner to exit the room. Beware of the loose electric wires that can touch the sloshing water. You'll get stung for damage if you linger here.

Continue north until you reach a steamy room. Switch to Speed and race to the end of the room; otherwise, the steam blast from the pipe running along the ceiling deals you moderate damage.



"I think it's working."

—Nomad

"Don't sound so surprised. I told you it'd work."

—Dr. Helena Rosenthal



In the next room, Strength Jump up through the hole in the wall. You've reached the lower level of the control room. Climb up the ladder on your left to reach the ceiling ducts. Follow the path until it drops you into the control room area. Proceed past the dead operator into the second room and press the red button in the center of the console.



Walkthrough

Objective 08: Lower Control Rods

OPTIMAL PATH



Avoid the Meltdown

If only it were as simple as pushing the red button. As you attempt to shut down the reactor, four Aliens crash into the reactor room and begin siphoning energy off the core. Helena tries her secret weapon signal against the Aliens, and it overloads their systems. The Aliens crash and thrash, and eventually keel over without you firing a shot.

You aren't home free yet. Three of the core rods get stuck, and the whole thing will melt down unless you manually push each rod down. The radiation inside the core chamber, however, will kill you in seconds. Switch to Speed and rush into the reactor room and push down one rod at a time. If you try to do more than one, you'll succumb to the radiation. You must use Strength to push down the rods. Rush out of the reactor room after each rod to recover health. Then repeat until all three rods are down. Alternatively, you could enter using Armor, so that you initially only take Energy Bar damage rather than health.



"It's do or die, Lieutenant. You need to bottom those control rods."

—Chief Engineer

Objective 09: Return to the Flight Deck

OPTIMAL PATH



To the Flight Deck



After you shut down the reactor, Admiral Morrison orders you back up to the flight deck. The Aliens are overrunning the ship, and the crew needs your firepower to repel the invaders.

Retrace your steps back out of the reactor control room and through the door opposite the ladder you climbed up to get into the vents (the door was previously closed). Leave the control

area and enter the flooded turbine room. Be careful not to wade through the water or you'll take damage from the electrical wires dangling in the water. Instead, leap from your ledge to the top of the turbine and then over to the left staircase. Strength Punch through the door in the southeast corner, then through the next door ahead. You are now back next to the stairwell above the exchange room and the door to your right leads back to the chief engineer.

"There's something up here. Something big."

—Admiral Morrison

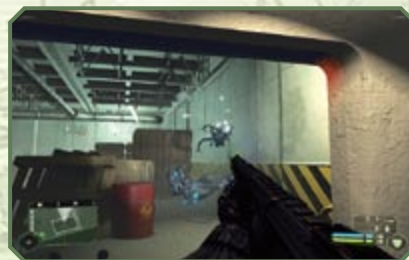
An explosion rocks the room with chief engineer and kills all the men on the lower level. Slide by them into the next room.

Prepare for a fight here. Use your Flashlight or Night Vision to improve your chances. Three Aliens circle the munitions; one of them usually guards the ammo elevator across the room. You want to reach the elevator, so step off into an alcove between pallets and ambush the closest Alien with the weapon of your choice. If your trigger finger is quick enough, you can defend this position without getting more than a scratch.

When all three Aliens are down, grab the Gauss ammo on the pallet to your right and hop in the ammo elevator.

Face east and wait for the elevator to stop at a hangar bay with an Alien Scout crashed into the wall. This must be the Scout Psycho brought aboard! Five or six Aliens patrol this next room,

hovering along the walls or hiding in the ceiling struts. You can avoid combat by Cloaking and sliding along the western wall to the exit in the northwest corner, but remember to move from cover to cover and allow your Cloak energy to recharge.



Reckoning
Objective 09

If you want a good fight, fire at the closest Alien with the Minigun or an up-close Shotgun blast. You can also blast the red barrel in front of the elevator and explode it as an Alien or two passes by. In the ensuing chaos, dodge around the pallets and search for targets around the room. Watch that enemies don't surprise you by dropping on you from the ceiling.



ADVISORY

You can avoid many of the Alien fights by Cloaking and racing through to the flight deck at top speed.

When the dust settles, move to the center of the room at the Support Trucks. Retrieve the Shotgun, Frag Grenades, and, optionally, the SCAR Rifle and SCAR ammo if you want to switch to that weapon.



Look for the "Hangar 2" sign and slow down when you hear the sounds of gunfire and screaming Aliens. Crew members battle more Aliens in the large hangar area

on your right. You can opt to Cloak and bypass the area by heading directly for the exit in the opposite corner, or you can defend the men. If you choose to defend, take up a position where you can ambush the Aliens from the side as they direct their attention on the other men. If one turns its attention on you, Cloak and move or unload a clip (or point-blank Shotgun blast) into the aggressor.

When the last Aliens fall, collect whatever SCAR ammo, Shotgun ammo and Pistol ammo you can from the fallen soldiers and on the crates near their defensive position. You can even pick up a spare Missile Launcher here if you need one. Exit in the northeast corner.

Strength Punch through another door and follow the corridor out to a balcony overlooking the sea. You watch something huge under the water rip apart an allied ship nearby. Not a good sign.



Enter the next room with the stairwell. Ready your weapon as an Alien busts through the wall in front of you near the stairs. Trigger off enough shots to shred the single foe (but not so many that you waste bullets).



When you hit the stairs, the admiral announces that the Aliens have taken over the ship and everyone should evacuate immediately. Helena and Psycho also are taking off on a VTOL. From this point, you will achieve Objective 10 on the way to finishing off Objective 9.

Objective 10: Go to the Armory

OPTIMAL PATH



Retrieve the TAC Cannon



Climb the stairs from the balcony overlooking the sea and proceed through the open door at the top of the stairs. You hear soldiers ripping off shots at Aliens.

Turn right and you see their shadows at the intersection ahead. In the distance, straight ahead, you see an Alien sneaking up on them. Unload half a clip into the Alien before it can reach the unsuspecting soldiers.

Turn left at the intersection and follow the signs for the armory. Before the second armory sign, check that you have a full clip ready and stand in the doorway. Three Aliens swarm the room, and you can use the doorway as a chokepoint to funnel the Aliens at you one by one. Keep firing until all three are dead.

"Nomad, the flight deck's overrun. We need to get off this ship. Hurry!"

—Dr. Helena Rosenthal

Cross the back of the armory and retrieve the TAC Cannon from its glass box. You can't use it inside the ship; save it for your bigger battle on the flight deck later.

Return to the intersection where you left the two soldiers and hop over the debris blocking the corridor where you shot down the sneaking Alien. Continue west into the office with the burning sofas. Cross the room to the exit in the opposite corner and watch for a lone Alien in the next corridor.





bodyguards; their SCARs have mounted Grenade Launchers and other augmentations. Don't go up the stairs. Exit through the open doorway, pick up Gauss Rifle ammo in the next room and then exit to the flight deck through the door on your left in the third room.



Walkthrough

Objective 11: Destroy the Alien Exoskeleton



"You're gonna have to kill it, Nomad."

—Psycho

"How'd I know you were going to say that."

—Nomad



If you're frozen, break free by shaking back and forth.

RECKONING
Objective 11

OPTIMAL PATH



11A. Executing the Exoskeleton

When you leave the flight deck doorway (01), prepare for the battle of your life. Stock up on ammo if you need it (02) and then take cover behind the biggest pile of debris you can find (03).

The Alien Exoskeleton is loaded with offense. It brings along flying Alien friends that will hassle you from all flanks. Its long tentacles can grab and throw you, so stay clear of its long reach. Every so often it fires its Singularity Cannon, which detonates in a 20-foot radius. Also, when the thing powers up and an eerie blue-white glow illuminates its "mouth" area, watch out for its massive freeze beam.



Before you think about offense, take care of the little guys. All those Aliens flying around the Exoskeleton prove more than pesky if you give them space. Pick them off one by one

when you see them. Be patient. It's better to stay shielded from the Exoskeleton and deal with the flying Aliens first so you can have a clear run at the Exoskeleton.

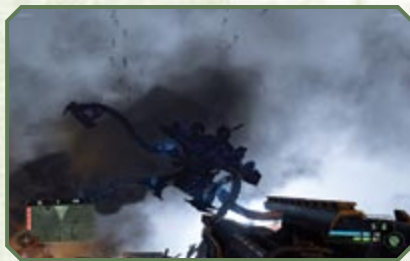


Crouch behind cover on the deck. You don't want any part of your body sticking out so the Exoskeleton can lock on.



Just after the Exoskeleton has blasted its freeze ray or lost sight of you, move to the edge of your debris cover, turn on Speed and rush under the beast (04). Fire the Gauss Rifle at close range,

unload a clip, and click off a Missile—hit it in its underbelly with whatever you have handy. It's going to take a lot of firepower to bring it down—your Missile Launcher or Minigun will be the most effective.



Continue assaulting the Exoskeleton with rushes under its belly. If the thing manages to grab you, blast it with the Gauss Rifle once or twice. Keep on the move at all times unless you are regenerating behind cover. After a few runs, you should see the creature start to smoke, and after a dozen or so attacks, it finally drops to the deck.



Run under the creature and continue to the raised metal cover that you used earlier to battle the first wave of Aliens (B). Again, this spot offers the best protection against



the thing's deadly blast and crushing tentacles. When you are fully recovered and there are no flying Aliens strafing you, repeat the attack pattern back to the debris pile near the flight deck entrance. You can also assault it from various other strategic cover spots around the deck (see the (I) locations).



Should one of the Aliens hurt you below 50 percent of your health, immediately Cloak and slide off to the side. If no one fires at you, stay Cloaked and regenerate back to full health before choosing your next attack pattern.



Objective 12: Get to the VTOL

OPTIMAL PATH



To the VTOL



When the Exoskeleton falls, Psycho and Helena contact you in the VTOL. They plan to pick you up, so head to the east where a small landing juts out from the ship's edge. If any flying Aliens continue to shoot at you, Speed Sprint toward the VTOL.

Unfortunately, they can't rescue you at this time. A giant Alien Warship rises out of the sea behind them, and you have another battle on your hands.

"Leave me! Get out of here now!"

—Nomad

Objective 13: Defeat the Alien Warship

OPTIMAL PATH



The Final Battle



👉 The giant Alien Warship may make a large target, but it's invincible unless you hit it in just the right spots with the right weaponry. Use the same cover spots as you used

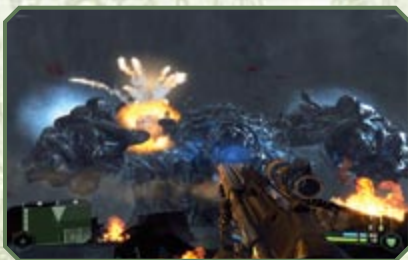
against the Alien Exoskeleton, only this time you face east so all of your attack patterns are at 90-degree angle to what they were previously. You don't want to make runs at it; it's best to stay in cover and fire from range on this one. Listen to audio clues from Helena as the VTOL helps you take down this monster.



ADVISORY

Here are some strategies to keep in mind during this final conflict:

- Smaller Aliens distract you with strafing runs. Take these out when you can, though it's not imperative if you have a chance of a lock onto the Warship with your TAC Cannon. However, taking these Aliens out now might save you trouble later on.
- If you fall into the holes that litter the deck, you'll die. Memorize their locations so you can avoid them during the heat of battle.
- Keep a cool head during the fight. There are caches of Gauss rounds, Minigun ammo, and Missile launchers scattered about—remember to restock if you need to.



The first step is to remove its main weaponry. The Warship has four cannons in a roughly square pattern around its central structure. They are highly defensive when

shut, but when you see a cannon glow purple and open up, launch a Missile or Gauss Rifle shot into the cannon hole. One successful shot can destroy the cannon. Repeat this until the Warship's four cannons have been eliminated.

"Whoa, sh—, they've brought out the big guns!"
—Psycho



The VTOL interferes with the Warship's shielding so that you can draw a bead on its laser weapon on each "arm." Switch to the TAC Cannon and aim at the left arm (the one the VTOL hovered next to seconds before). Hold steady as the TAC Cannon locks onto the target, then fire a mini-nuke to destroy the arm. Repeat for the second arm after

Helena gives the word. Alien Scouts will continue attacking (if you haven't taken them out already). Bring them down if you can, allowing Helena to bring down the shields faster.

Without its main weapons, the Warship dives on the ship. With the weight of the creature on its deck, the *USS Constitution* starts going down now, and there's not much you can do for it.



You can kill the Warship, however, before you get off the ship. First neutralize the automatic cannons on the underside of the Warship. You will face constant attack by Alien Troopers—as you kill each wave, a new wave is released. Try killing all but one so you can focus on your main target: with the Gauss Rifle or a Missile Launcher, blast the doors off its underbelly and expose its glowing power source. Before it can retaliate, fire one last nuke with the TAC Cannon and splinter the monster into a million pieces.

As the Alien Warship dies, you make a daring run for the VTOL and escape with Psycho and Helena. Both ships are finished, and Psycho informs you that an allied fleet



is on its way to pick you up. Before you can relax, however, you pick up Prophet's signal. He's still alive, you know how to defeat the Aliens now, so it's time to return to the island. The Alien threat still exists, and the frozen island may be but the tip of the iceberg. If humanity is to have a chance, only you can stop the Aliens once and for all.



Walkthrough

Reckoning Objective 13

MULTIPLAYER

An explosion rocks the bunker behind you. Bullets zing by and pelt the dirt wall of the trench as you crawl for a discarded SMG. You can hear the roar of enemy tanks crowding around you.

Are you smack-dab in the middle of another island mission? Not exactly.

Welcome to multiplayer *Crysis*, where you feel the adrenaline rush of combat against other human players, not just

against AIs and Aliens. In multiplayer action, you still get to test the limits of your Nanosuit—you just get to test it against dozens of other Nanosuits fighting back. Forget about your “solo” missions for now. It’s time for a whole new way to experience the battlefield.



Instant Action and Power Struggle

When you join a multiplayer game, you have the choice of entering the “Instant Action” arena or a “Power Struggle” game. Instant Action drops you into a map designed for one-on-one play, where you can blast away at opponents to your finger’s content, then wipe the slate clean and start all over again on a new map if you like. You’ll enjoy Instant Action if you want to run-and-gun for a little bit, and then change it up on another map as soon as the game ends.

If you choose Power Struggle mode, expect longer games that rely on team tactics. Power Struggle requires a lot of team coordination, as you work as a unit to overtake objectives and ultimately destroy the enemy’s home base.

In Power Struggle games, killing other players and completing objectives earns you prestige points. You spend prestige on weapons, add-ons, equipment or kit setups. The

more prestige, the more armament you carry into battle. You begin with 100 prestige points as a Private, and the standard setup that gives you the best chance at survival is the SMG and one Frag Grenade. You can also opt for the Shotgun, extra ammo and a Frag Grenade (or two frags and no extra ammo); however, this requires that you get into point-blank range with your opponents, which means a lot of stealth on your part.



Advance to Corporal to begin with 200 prestige each spawn. At Sergeant and 300 prestige points per spawn, you can really arm yourself to tackle players and vehicles.

Plunk down 200 prestige for a Missile launcher, and you still have 100 left to equip as you would a Private. You’ll be very happy the first time you stumble into an enemy tank. Review the charts on this page for your starting rank values and how your actions can earn the greatest amount of contribution and prestige points.

INSTANT ACTION MAPS

- Steel Mill
- Quarry
- Armada
- Outpost

POWER STRUGGLE MAPS

- Shore
- Beach
- Refinery
- Plantation
- Mesa

STARTING RANK VALUES

Rank	Spawn Bonus	Contribution Points to Qualify	Server Limit
Private	100	0	0
Corporal	200	15	16
Sergeant	300	40	8
Lieutenant	400	120	6
Captain	500	220	4
Major	600	320	3
Colonel	750	475	2
General	1,000	650	1

ACTION REWARDS

Action	Contribution Points Gained	Prestige Points Gained
Repair (per tick)	5	5
Pick Lock	5	50
Standard Kill	5	100
Auto Turret Kill	10	100
Tag Enemy	—	5
Defending	—	5–10
Disarm	—	20
Melee	—	50
Headshot	—	50
Suicide	—	0
Team Kill	—	-200

OBJECTIVE REWARDS

Structure	Prestige Points (Capture)	Prestige Points (Defend)
Reinforcement Bunker	100	5
Small Energy Site	100	5
Large Energy Site	250	10
Small Prototype Factory	250	10
Large Prototype Factory	250	10
Naval Facility	250	10
Small Vehicle Factory	250	10
War Factory	250	10
Aviation Facility	250	10

KILL REWARDS								
	Private	Corporal	Sergeant	Lieutenant	Captain	Major	Colonel	General
Private	100	110	120	130	140	150	160	170
Corporal	90	100	110	120	130	140	150	160
Sergeant	80	90	100	110	120	130	140	150
Lieutenant	70	80	90	100	110	120	130	140
Captain	60	70	80	90	100	110	120	130
Major	50	60	70	80	90	100	110	120
Colonel	40	50	60	70	80	90	100	110
General	30	40	50	60	70	80	90	100



Weapons, Vehicles and Equipment



If you play through the single-player game, you get an idea how most of the game's equipment work, but there are some surprises, such as damage variations and weapons/vehicles that are only available in multiplayer. Review the following two charts to see how your favorite weapons and explosives differ in *Crysis* multiplayer. In most cases, the multiplayer version deals less damage than its single-player

counterpart, except for the old, reliable Missile Launcher, which deals 300 health in both incarnations. Note that some items are for multiplayer only.

MULTIPLAYER WEAPONS			
Weapons	Categories	Single-Player	Multiplayer
DSG1	Max Ammo	30 rounds	40 rounds
	Unaimed Accuracy	Good	Good
	Effective Range (single shot)	< 200 m.	< 225 m.
	Damage	380 health	125 health
Fists	Damage	80 health	75 health
FY71	Max Ammo	300 rounds	120 rounds
	Unaimed Accuracy	Moderate	Good
	Effective Range (single shot)	< 100 m.	< 125 m.
	Damage	52 health	32 health
Gauss Rifle	Max Ammo	20 rounds	20 rounds
	Unaimed Accuracy	Good	Good
	Effective Range (single shot)	< 250 m.	< 275 m.
	Damage	500 health	350 health
Minigun	Max Ammo	500 rounds	1,000 rounds
	Unaimed Accuracy	Moderate	Good
	Effective Range (single shot)	< 50 m.	< 75 m.
	Damage	90 health per 5 shots	40 health per 5 shots
Missile Launcher	Max Ammo	Only one launcher at a time	Only one launcher at a time
	Unaimed Accuracy	Good	Good
	Effective Range (single shot)	< 200 m.	< 200 m.
	Damage	300 health	300 health
MOAC	Max Ammo	—	—
	Unaimed Accuracy	Moderate	Good
	Effective Range (single shot)	< 50 m.	< 75 m.
	Damage	150 health	35 health
MOAR Attachment	Max Ammo	—	—
	Unaimed Accuracy	—	Good
	Effective Range (single shot)	—	< 50 m.
	Damage	—	Freezes vehicles and players
Pistol / Dual Pistols	Max Ammo	200 rounds	160 rounds
	Unaimed Accuracy	Moderate	Good
	Effective Range (single shot)	< 50 m. / < 25 m.	< 75 m. / < 50 m.
	Damage	45 health	20 health
SCAR	Max Ammo	280 rounds	120 rounds
	Unaimed Accuracy	Good	Good
	Effective Range (single shot)	< 150 m.	< 175 m.
	Damage	75 health	26 health

MULTIPLAYER WEAPONS			
Weapons	Categories	Single-Player	Multiplayer
Shotgun	Max Ammo	40 shells	64 shells
	Unaimed Accuracy	Poor	Poor
	Effective Range (single shot)	< 25 m.	< 50 m.
	Damage	Variable based on range	Variable based on range
SMG	Max Ammo	300 rounds	160 rounds
	Unaimed Accuracy	Moderate	Moderate
	Effective Range (single shot)	< 50 m.	< 75 m.
	Damage	45 health	20 health

MULTIPLAYER EXPLOSIVES			
Explosive	Category	Single-Player	Multiplayer
Anti-Vehicle Mine (AV Mine)	Max Ammo	—	2 mines
	Damage	—	1,000 health
	Explosion Radius	—	6 m.
C4 Explosive Charge	Max Ammo	4 charges	2 charges
	Damage	1,000 health	1,000 health
	Explosion Radius	12 m.	12 m.
Claymore	Max Ammo	—	2 claymores
	Damage	—	290 health
	Explosion Radius	—	8 m.
Flashbang	Max Ammo	10 grenades	2 grenades
	Damage	0 health	0 health
	Explosion Radius	10 m. flash	10 m. flash
Frag Grenade	Max Ammo	10 grenades	3 grenades
	Damage	250 health	250 health
	Explosion Radius	15 m.	15 m.
Grenade Launcher	Max Ammo	10 grenades	10 grenades
	Damage	250 health	150 health
	Explosion Radius	10 m.	5 m.
Incendiary Ammunition	Max Ammo	300 rounds	120 rounds
	Damage	130 health	35 health
Nano Disruptor Grenade	Max Ammo	—	1 grenade
	Damage	—	0 health
	Explosion Radius	—	20 m. electromagnetic pulse
Smoke Grenade	Max Ammo	10 grenades	1 grenade
	Damage	0 health	0 health
	Explosion Radius	5 m. smoke screen	5 m. smoke screen

When you gain more prestige, you'll want to spend it on all the high-tech goodies available. Press [P] to access your options, but be sure to do this immediately after you spawn. If you run off without stocking up on your weaponry, you'll be stuck with a single Pistol and will have to rely on Cloaking and the occasional Strength Punch. If you have enough prestige, you can buy weapons while dead and your new equipment will automatically appear once you've spawned in.



The following charts give you the cost breakdown for all of your items. Spend wisely.

WEAPONS COSTS			
Weapon	Cost	Produced At	Max Capacity
Flashbang	10	Any Spawn Point/Factory	2
Smoke Grenade	10	Any Spawn Point/Factory	1
AV Mine	25	Any Spawn Point/Factory	3

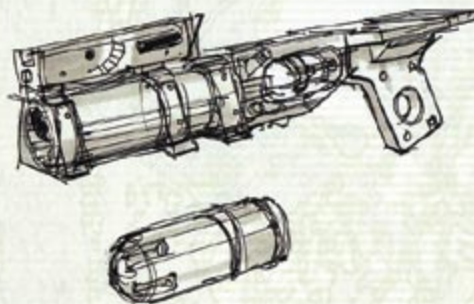
WEAPONS COSTS			
Weapon	Cost	Produced At	Max Capacity
Claymore	25	Any Spawn Point/Factory	3
Frag Grenade	25	Any Spawn Point/Factory	3
Explosive Pack	50	Any Spawn Point/Factory	2
Double Pistols	50	Any Spawn Point/Factory	2
Nano Disruptor	50	Any Spawn Point/Factory	1
Shotgun	50	Any Spawn Point/Factory	1
SMG	75	Any Spawn Point/Factory	1
MOAR attachment	100	Prototype Facility	1
FY71	125	Any Spawn Point/Factory	1
SCAR	150	Any Spawn Point/Factory	1
Missile Launcher	200	Any Spawn Point/Factory	1
Precision Rifle (DSG1)	200	Any Spawn Point/Factory	1
Minigun	250	Prototype Facility	1
MOAC	300	Prototype Facility	1
Gauss Rifle	600	Any Spawn Point/Factory	1

EQUIPMENT COSTS

EQUIPMENT	Cost	Produced At	Max Capacity
Night Vision	10	Any Spawn Point/Factory	1
Pistol Silencer	10	Any Spawn Point/Factory	1
Rifle Silencer	10	Any Spawn Point/Factory	1
LAM	25	Any Spawn Point/Factory	1
Lockpick	25	Any Spawn Point/Factory	1
Parachute	25	Any Spawn Point/Factory	1
Reflex Sight	25	Any Spawn Point/Factory	1
Assault Scope	50	Any Spawn Point/Factory	1
Binoculars	50	Any Spawn Point/Factory	1
Grenade Launcher	50	Any Spawn Point/Factory	1
Incendiary Clip	50	Any Spawn Point/Factory	1
Portable Radar	50	Any Spawn Point/Factory	1
Repair Kit	50	Any Spawn Point/Factory	1
Sniper Scope	100	Any Spawn Point/Factory	1

AMMO COSTS

AMMO	Cost	Produced At	Max Capacity
Sniper Ammo	10 per 10	Any Spawn Point/Factory	31
Gauss Tank Slug	100 per 10	Any Factory Service Zone	10 (per vehicle)
Tank Shell	100 per 10	Any Factory Service Zone	50 (per vehicle)
APC Cannon	100 per 100	Any Factory Service Zone	300 (per vehicle)
Helicopter Cannon	100 per 100	Any Factory Service Zone	1,000 (per vehicle)
VTOL Cannon	100 per 100	Any Factory Service Zone	1,000 (per vehicle)
AAA Cannon	100 per 250	Any Factory Service Zone	1,000 (per vehicle)
VTOL Missile	100 per 5	Any Factory Service Zone	12 (per vehicle)
Helicopter Missile	100 per 7	Any Factory Service Zone	28 (per vehicle)
Rifle Grenade	20 per 1	Any Spawn Point/Factory	11
Singularity Shell	200 per 1	Any Factory Service Zone	10 (per vehicle)
TAC Grenade	200 per 1	Any Spawn Point/Factory	4
TAC Tank Shell	200 per 1	Any Factory Service Zone	3 (per vehicle)
Default Bullets	5 per 30	Any Spawn Point/Factory	302 (FY71 and SCAR)
Light Bullet	5 per 40	Any Spawn Point/Factory	202
Shotgun Shells	5 per 8	Any Spawn Point/Factory	88
APC Missile	50 per 1	Any Factory Service Zone	6 (per vehicle)
AAA Missile	50 per 2	Any Factory Service Zone	8 (per vehicle)



Multiplayer

AMMO COSTS

AMMO	Cost	Produced At	Max Capacity
Gauss Slugs	50 per 5	Any Spawn Point/Factory	25
Minigun Bullet	50 per 500	Any Spawn Point/Factory	1500
Mounted MG	—	Any Factory Service Zone	—
Tank COAH Bullet	—	Any Factory Service Zone	1,000 (per vehicle)

VEHICLE COSTS

Equipment	Cost	Production Time	Produced At
Small Boat	0	5	Naval Facility
Unarmed LTV	0	5	Small Vehicle Factory, War Factory
Unarmed Truck	0	5	Small Vehicle Factory, War Factory
Armed LTV	50	5	Small Vehicle Factory, War Factory
Hovercraft	100	20	Naval Facility
Patrol Boat	100	5	Naval Facility
AAA Vehicle	200	7	War Factory
Gauss LTV	200	10	Small Vehicle Factory, War Factory
Gauss Patrol Boat	200	10	Naval facility
MOAC LTV	300	20	Prototype Facility
APC	350	20	War Factory
MOAR LTV	350	20	Prototype Facility
Spawn Truck	350	25	Small Vehicle Factory, War Factory
Helicopter	400	30	Aviation Factory
Light Tank	400	30	War Factory
Amphibious APC	450	20	War Factory
Battle Tank	450	40	War Factory
Gauss Tank	600	60	War Factory
VTOL	600	30	Aviation Factory

ENDGAME TECHNOLOGY COSTS

Item	Cost	Production Time	Produced At	Max Capacity
TAC Launcher	500	—	Prototype Facility	1
TAC Tank	750	60	Prototype Facility	—
Singularity Tank	800	60	Prototype Facility	—

Suit Variations

Everyone in multiplayer action has the same Nanosuit as your solo missions with certain exceptions. Learn these exceptions or you'll find yourself on the unfortunate end of a rifle muzzle before you know it.

The biggest change is your regeneration rate. The regen rate for your suit's power is much slower in multiplayer than in single-player. Plan accordingly. You can only use Cloaking for short bursts and only in key locations (such as exiting a building so no one can draw a bead on you or infiltrating an enemy complex). To compensate, you may want to rely on Speed more often. You can trigger short Speed bursts that drain only a fraction of the power that Cloaking does, and these Speed bursts make it more difficult for enemies to lock on.

Also, certain augmentations that you had on your single-player suit—namely Binoculars and Night Vision—must now be bought with prestige points. Early on in your career, prestige points will be precious and you must spend them on weaponry over add-ons. Learn to live without them until you have the luxury of purchasing them.



Tactics and Tips

Unless you love the spawning queue, prepare to alter your tactics from single-player action. Go ahead and jump right into "Instant Action" or "Power Struggle" games, so long as you remember that there's a small learning curve as you gain command of the new maps and playing styles.

Always on the Move



In single-player mode you can usually move through an area methodically. Depending on your mission, you can leisurely recon the place, set up your battle tactics, and then call the shots when the time is right. In multiplayer, you won't have that time.

Keep moving at all times: The enemy will have a harder time painting a bull's-eye on you.

If the enemy is alert to your presence, even if you want to line up the perfect shot, it's better to fire on the run rather than risk a counterattack that could blast you to smithereens. And don't forget about your Strength Jump—a single big leap can throw you up and out of enemy fire, over a wall or onto a roof where you can escape gunfire.

Against a group of enemies or one particularly troublesome foe, circle and flank as you fire. Dancing around increases your survival odds and can set you up for a better angle on potential future foes.



In cases where you're attacking a guarded enemy position, teamwork prevails. Rather than go it alone, team up with one or a few allies and attack as an organized unit. A Cloaked ally with a Shotgun, for example, might flush a foe from cover as you take him out with a Precision Rifle. Cover fire can also distract the enemy while multiple allies swarm a position. If you have to strike alone and you know the map well, try for an alternate angle that attacks from a side or rear facing position.

Cloak and Dagger (or Fists)



As previously mentioned, your energy recharges slowly in multiplayer, so you won't be able to stay in stealth mode long. Whenever you exit a doorway into an open area where enemies could be lurking, it is a good idea to Cloak. Even if it's only for a few seconds, it can prevent a foe from picking you up right away. On the flip side, your Cloak



can slip you into an enemy building unseen for the best possible attack angle.

If you're surrounded and need a breather, stand still Cloaked. You won't drain energy quickly, and you can check your options. If you get fired upon, switch to Speed and make a dash for the nearest cover spot.

Bait and Switch



Two related tactics can bag you some prestige points and drive the opposition crazy. First try a "bait" maneuver. One player (Armor on) acts as bait for the trap. The bait character stands out

in the open or under partial cover and pretends not to notice the incoming enemies. The rest of his team stays well hidden until the enemies come into range, then they all unleash with simultaneous, ranged attacks to decimate the enemy. The "bait" charges at the most distracted enemy for good measure.

With two or more players, you can run a "switch" routine on the enemy. One teammate who is low on health gets an opponent to follow him. The wounded player sprints away from the enemy and ducks around a large cover spot, like a boulder or corner wall. His teammate, ready with a full clip, lies in wait and pops out when the enemy least expects it.

Memorize the Map



You had better know where every factory, bridge, and spawn spot on the map is, or at the very least you need to study your in-game map for the location of

each of your main objectives. Where can you find cover when a tank rounds the hill? What's the most strategic rooftop from which to stage an ambush? If you don't know it, you can bet your opponent does and will make you pay for that mistake.

Heard of camping? It's holding the best map spots. You need to know the favorite camping spots so you can prevent others from getting there, or maybe exploit them yourself. The next time you die suddenly from a sniper shot to the head, make a mental note that there's a camping spot nearby.



As you play, study all the objective points. When you figure them out, you can immediately take off toward your objective without wasting time. When you kill an enemy,

you'll also have an idea about which direction the next one might be coming from. Knowledge of the spawn points also helps you plan the best attack strategies and gives you a "sixth sense," as you can sometimes anticipate the enemy's movement.



Power Struggle Maps

In Power Struggle, you can join either the United States (U.S.) or North Korean sides. Your ultimate goal is to destroy the enemy headquarters, which you achieve by storing up Alien energy and building vehicles and weapons of mass destruction to unleash on the enemy. Depending on which side you choose, your team tactics will vary. Always work with your squad leader and teammates, and adopt the following primary and secondary assault tactics if you have time to plan.

Beach



The U.S. headquarters sits out on the carrier in the map's northwest sea; the North Korean HQ lies in a base to the southeast. The river splits the map into two main areas, and to hold a strong defensive or offensive line, you'll need to operate on both sides of the river.

United States Tactics

Your team's primary tactics (blue) involve splitting forces and committing to both sides of the river. From the carrier (Waypoint A), send one force to the Alien energy site (B) while the second group hits the reinforcement bunker and heavy vehicle factory to the southwest (C and D, respectively). There shouldn't be any resistance at the first Alien energy site, so that team continues on full speed to overtake the bunker and naval factory (E and F, respectively).



From this point on, you'll probably hit North Korean resistance. While the southwest team heads out to capture the second Alien energy site (G), the southeast team

leaps over the barbed wire fence of one compound and moves into the next compound to seize the reinforcement bunker (H) and then the prototype factory (I). If you can hold the reinforcement bunkers, you prevent the North Koreans from re-spawning on top of you, which makes capturing the prototype factory easier.



The southwest team should push forth for the next reinforcement bunker (J) and the southeast team should move forward for the third Alien energy site (K) as soon as the

area is completely secure. Now you have near total control of the map and can storm the North Korean HQ when your armaments pile up.

The secondary tactics (green) take you down the southeast side of the river for a quick-strike assault on the North Korean headquarters. Stop by the Alien energy site (B) before moving out for the reinforcement bunker (C), which will help you gather strength quicker at the later stages of the battle. Seize the prototype factory (D) as quickly as possible, then grab the second reinforcement bunker (E) and Alien energy site (F) as optional targets on your way.



US BEACH



Race up the river to Waypoint G, where you can assault the heavy vehicle factory to your right or the HQ on your left. Be wary of the auto-turrets guarding the riverside HQ walls. You'll need Missile Launchers or vehicle support to punch through the defenses. Dart into the base through the crumbled wall up the hill southeast of Waypoint G or Strength Jump over a section of wall near a destroyed auto-turret. When your high-tech weapons come online, the road should already be paved for your victory.



North Korean Tactics



From the North Korean base in the map's southeast corner (A), split your forces in two: One group heads down the main road to the west and the second group beats feet up the dirt

road to the north. The western team grabs the heavy vehicle factory (B) and the reinforcement bunker (C) uncontested. The northern team should have enough time to reach the Alien energy site (D) without contest, too.



The western team hits another reinforcement bunker (E) next. Expect resistance at this point. The fiercest competition happens as the northern team

NK BEACH



assaults bunker [F] and prototype factory [G]. It's likely to be a bloodbath around the prototype factory. The western team should decide if they can take the second Alien energy

site [H] easily, or if some of their forces should cross the river to support the team infiltrating the prototype factory. If you can hold these objectives for several minutes, you'll begin to gain the advantage and can plan an attack on the U.S. HQ.



then head northwest through the tunnel. Exit the tunnel and survey your two objectives: the reinforcement bunker [C] or the Alien energy site [D]. You want them both; take the one that seems easier first, erring on the side of the bunker.

When you have control of the previous objective points, attack en masse the second heavy vehicle factory [E] and the accompanying reinforcement bunker [F]. With this compound secured, you control all the land vehicles. Start cranking out tanks to pound the U.S. troops and press on toward the prototype factory. Move onward with superior ground strength, ultimately controlling the island and advancing on the U.S. carrier.



Multiplayer

Mesa



The U.S. headquarters occupies the northwest plateau; the North Korean HQ sits opposite it in the southeast region. Hills and slopes dot the mesa, so you'll want to take full advantage of the many tunnels and elevated sniper points.

United States Tactics (see map on next page)



Your primary attack route (blue) will secure the prototype factory and the immediate surroundings. Split your forces, sending one team east and another larger team south. The eastern team splits again and heads for the reinforcement bunker in the center of the mesa [B] and the Alien energy site [C]. Both areas should be secured before the North Koreans arrive.



The southern team leaps up to the plateau southeast of the main entrance. Continue south until you can see the prototype compound on your left and aim for the reinforcement bunker in the corner [D]. As the main team assaults the bunker, then the prototype factory [E], and then heavy vehicle factory [F], leave one or two members behind with Precision Rifles and/or Missile Launchers to snipe any incoming enemies.

After you secure the prototype compound, seize the next Alien energy site (G), or coordinate with the eastern team on defense or your next big offensive push. With two Alien energy sites and the prototype factory under your belt, you have the luxury of sitting back and adjusting to the North Korean's plan of attack.



Your secondary tactics (green) require you to seize all three Alien energy sites and deprive the North Koreans of the precious power. Everyone heads east and splits

to capture the Alien energy site (B) and the reinforcement bunker (C). Continue moving east and tackle the heavy vehicle factory (D) and reinforcement bunker (E). Expect North Korean resistance here, unless they've deployed around the prototype factory.



Combine forces again and move south to control the second Alien energy site (F). Now it gets dangerous. Leave some members behind to hold your defensive flank and cut

across the lake to the western tunnel leading to the third Alien energy site (G). From the third Alien energy site, you can circle down to infiltrate the prototype compound when you're ready to take control of the game.

North Korean Tactics

For your primary attack route (blue), load everyone near the west entrance (A) and rush into the nearby tunnel. Travel in a northwest direction until you exit out by the prototype compound. If you hustle, you can beat the U.S. team here. Secure the reinforcement bunker (B), then the prototype factory (C), then the heavy vehicle factory (D).



US MESA



NK MESA



Once you weaken the U.S. resistance, leave a force behind to guard the bunker and factories and send a smaller force to seize two Alien energy sites (E and F). You can keep

your forces fairly centralized with this attack pattern, which enables strong support and concentrated thrusts when your squad leader chooses a new target.



For your secondary tactics, avoid the prototype factory and do an end run to the northeast. Seize the Alien energy site [B] and split your forces. The larger group continues

northeast and takes out the reinforcement bunker [C] and the heavy vehicle factory [D].



The smaller group heads west and grabs the reinforcement bunker near the map's center [E]. Hold the reinforcement bunker until the larger team can control the second Alien energy site [F]. From these two points, you can harass the U.S. forces as they leave their HQ or combine to launch a full offensive against the prototype compound or the HQ itself.



Plantation



On a smaller map, the U.S. headquarters holds the northern boundary while the North Korean HQ resides along the southern border. The majority of the fighting will take place around the prototype factory; whichever side controls a few key tactical points will have the upper hand.

US PLANTATION



NK PLANTATION



United States Tactics

Everyone rushes south on the primary attack route (blue) and takes cover at the central shack (B). Quickly split into two groups and head along the western and eastern perimeter to fight for both reinforcement bunkers (C and D).



Do not advance until you have control over both bunkers. When you do, coordinate your attack on the Alien energy site north of the prototype factory (E). Now you have the northern half of

the map sealed off. Concentrate your attack from the bunkers and the Alien energy site on the prototype factory (F). You have enough to win with those points; however, you can branch out to the second Alien energy site (G) if you see an opening.

Your secondary attack route (green) gets a bit tricky. Rather than hit the main area head on, run along the western cliff face to a secluded cave (B) and follow the underground passage until you come up inside the prototype factory's sandbag perimeter (C), where you can assault the factory itself.



You can also use the underground passage to sneak up on the western reinforcement bunker (D). Alternatively, after you seize control of the prototype factory, race

across to the eastern side and grab the Alien energy site (E). If you can hold this line, you seal off the northern section and you're free to pick up the other bunker and energy site at your discretion.



North Korean Tactics



Since you're closer to the main objective points than the U.S. team, your primary and secondary attack routes look to close off the southern section. For your primary

attack route (blue), split your forces and rush for both reinforcement bunkers (C and D). The eastern team can drop a man along the way to secure the Alien energy site (B). Secure both bunkers and watch for U.S. incursions as you concentrate your attack on the prototype factory (F). When you have all the previous objectives under control, you can press northward slowly, starting with the second Alien energy site (G).

An alternative path (green) sends your team along the western perimeter to storm the first reinforcement bunker (B). As a small group stays behind to defend the bunker and to supply support fire, the rest of the team rushes across the battlefield to gain the second reinforcement bunker (C). As soon as the southern section is sealed off, drop a few men back toward HQ to pick up the prototype factory (D) and an Alien energy site (E). Now you can press north whenever you see a break in the U.S. forces.



Refinery



In the maze of industrial buildings and gloomy rain, you'll be tasked with securing the prototype factory at the city center, whether you start out to the south (U.S. HQ) or the north (North Korean HQ). This urban setting provides much more cover and interior battles for close-combat lovers.

US REFINERY



NK REFINERY



United States Tactics



For your primary route (blue), send two large forces northeast and northwest. The northeast group navigates through the streets and captures the nearby Alien energy site [B]. The northwest group swings wide and runs for the first reinforcement bunker [C].



While the bunker falls, the northeast group continues on to hammer the second reinforcement bunker [E], with one or two members converting the heavy vehicle factory [D] to the cause. The northeast team can hold the bunker if they come under a lot of enemy fire, or they can opt to cross the streets and aid the northwest team as it gains a second Alien energy site [F], and then goes after the prototype factory [G]. Secure all that and you've got it made.

You'll probably hit stiff competition, and may need an alternate route [green]. Try running from the HQ [A] to the building south of the prototype factory [B]. From under the overhanging roof, you can assault the prototype factory with a number of approaches.



The most direct route takes you straight ahead through the open bay doors at street level. You can also zigzag up the stairs to fire from range on the rooftops. Finally, you can carefully cross the street via the pipe, enter the prototype building through the roof door, and then drop into the main room by the secret trap door (shown here).



When the prototype building is yours, flank out in the direction of least resistance. It's a short jaunt to the reinforcement bunker [D]. A slightly longer hike

brings you to the crane [E]. If you climb to the top, it offers a spectacular sniper spot for the surrounding streets.

North Korean Tactics



Your primary route (blue) involves flooding the eastern flank and seizing your objectives one by one. Stream out of the southeast HQ exit and cross the bridge toward the

reinforcement bunker [B]. After it falls, methodically take down the heavy vehicle factory [C], Alien energy site [D] and prototype factory [E]. If you run into any problems, secure a second or third reinforcement bunker to bring troops to the frontline faster.

Your secondary route (green) has you storm the middle to reach the central reinforcement bunker [B]. From there, fan out to grab the crane [E] and its superior sniping spots, plus the second reinforcement bunker [D] on the eastern perimeter. After you eliminate most of the resistance in the center of the complex, branch out to the prototype factory [E] and settle in there for the eventual push at the U.S. home base.



Shore



The U.S. headquarters is a submarine off the island's southeastern tip. They're battling the North Korean HQ in the northwest section. One main bridge spans the high hills. You can battle there, or you can fight it out along the lower shores of the sea and river.

US SHORE



NK SHORE



United States Tactics



north to seize the prototype factory (C) and the second runs west to control the heavy vehicle factory (D).

For your primary attack route (blue), take the boat ride to the south and dock at the first reinforcement bunker (B). Trudge up the beach and split off into two forces: One heads



second and third reinforcement bunkers (E and G). If you hustle, the western team can take the bunker and the Alien energy site north of it (F) before the eastern team entrenches in their bunker. When resistance lulls, take a stab at the third Alien energy site (H) to control the majority of the key objectives.

The secondary attack route (green) involves controlling the center mainland, except this time you head northeast to the top Alien energy site (B). Next, run southwest to the reinforcement bunker (C), where you split into two teams.



the Alien energy site (E) and then to the bunker on the hill (F). If you hold this line, you force the enemy to run through your crossfire and set up nicely for future advances on the remaining objectives.

North Korean Tactics



nearby reinforcement bunker (B) and Alien energy site (C). The larger group heads up to the western road and seizes the adjacent Alien energy site (D) and reinforcement bunker (E).



For your primary attack route (blue), start at the southwest HQ gate (A) and travel down the dirt road. At the intersection, divide into two uneven groups. The smaller group takes the nearby reinforcement bunker (B) and Alien energy site (C). The larger group heads up to the western road and seizes the adjacent Alien energy site (D) and reinforcement bunker (E). After you secure those objectives, the smaller group should leave a team to hold the positions and then send the remainder to aid in the assault on the prototype

When both of those sites are secure, forge ahead with a simultaneous attack on the



Multiplayer

factory [G]. The large team should hit the heavy vehicle factory [F] before rushing down the hill to grab the prototype factory. From here, you can push out in any direction with strength.

Your secondary route (green) goes out the eastern gate [A] and straight to the main bridge. Send one medium-sized team down the hill on the left to grab the reinforcement bunker [B] and two Alien energy sites [C and D].



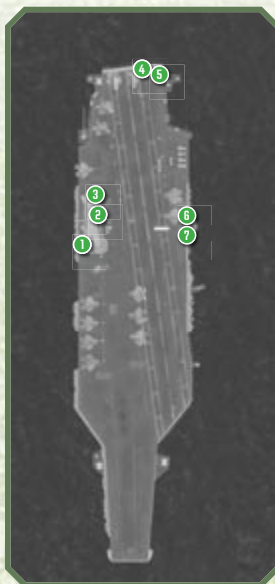
The main force rushes south over the bridge and attacks the prototype factory [E]. Your ultimate goal is to take the prototype factory and then move up the hill to the

heavy vehicle factory and reinforcement bunker. If this becomes problematic, you can try a backdoor attack on the U.S. players by sending a new team down the western road to hit them from behind.

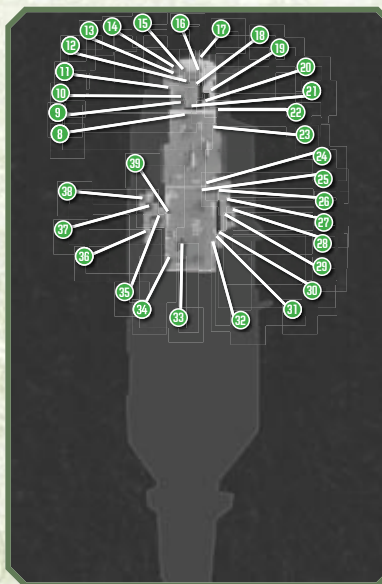
Instant Action Maps

Armada

FLIGHT DECK



LOWER DECK



1. FY71 + Ammo
2. FY71 + Ammo
3. Gauss Rifle
4. Precision Rifle
5. Smoke Grenades
6. Frag Grenades
7. SCAR + Ammo
8. SCAR + Ammo
9. FY71 + Ammo
10. SMG + Ammo
11. SCAR + Ammo
12. Shotgun + Ammo
13. FY71 + Ammo
14. Shotgun + Ammo
15. Smoke Grenades
16. SCAR + Ammo
17. MOAC
18. SMG + Ammo

Legend

19. Shotgun + Ammo
20. Frag Grenades
21. FY71 + Ammo, Rifle Grenades
22. SMG + Ammo
23. FY71 + Ammo
24. SMG + Ammo
25. SMG + Ammo
26. SCAR + Ammo
27. SMG + Ammo
28. Flashbang Grenades
29. Shotgun + Ammo
30. SMG + Ammo
31. FY71 + Ammo
32. Shotgun + Ammo
33. Minigun
34. SCAR + Ammo
35. SMG + Ammo
36. SCAR + Ammo
37. FY71 + Ammo
38. Flashbang Grenades
39. FY71 + Ammo
40. Flashbang Grenades
41. SMG + Ammo
42. Shotgun + Ammo
43. SCAR + Ammo
44. FY71 + Ammo
45. Shotgun + Ammo
46. SMG + Ammo
47. FY71 + Ammo, Rifle Grenades
48. Shotgun + Ammo
49. FY71 + Ammo
50. SMG + Ammo
51. SMG + Ammo
52. SCAR + Ammo
53. Frag Grenade

LOWER INTERIOR



UPPER INTERIOR



You won't get much fresh air unless you like ocean spray. Except for the flight deck and some side balconies, most of this Instant Action map takes place in tight ship corridors or the warehouse bays on the lower level. It will seem like a maze at first; memorize your map so you don't walk into an ambush through a dangerous portal or around a deadly corner.



The Shotgun makes for an effective weapon in the map's close confines. Frags can catch multiple foes in a corridor, except they pose a danger if a rebound drops it too close to you. While the Precision Rifle can cause a huge commotion out on the open deck or in the warehouse bays, it's not practical when you're running around the ship's interior, so you're better off with the SMG, or if you can nab it, the Minigun. The Minigun in a packed corridor can spell multiple kills easily.

Outpost



Legend

- | | |
|--|--------------------|
| 1. SCAR + Ammo | 21. MOAC |
| 2. SMG + Ammo | 22. SMG + Ammo |
| 3. Shotgun + Ammo | 23. Shotgun + Ammo |
| 4. FV71 + Ammo | 24. FV71 + Ammo |
| 5. SMG + Ammo | 25. Gauss Rifle |
| 6. Shotgun + Ammo | 26. FV71 + Ammo |
| 7. SCAR + Ammo | 27. SMG + Ammo |
| 8. FV71 + Ammo | 28. FV71 + Ammo |
| 9. Shotgun + Ammo | 29. Shotgun + Ammo |
| 10. SMG + Ammo | 30. C4 |
| 11. SCAR + Ammo | 31. SMG + Ammo |
| 12. SMG + Ammo | 32. Shotgun + Ammo |
| 13. FV71 + Ammo | 33. FV71 + Ammo |
| 14. Shotgun + Ammo | 34. FV71 + Ammo |
| 15. Shotgun + Ammo, Flashbang Grenades | 35. SCAR |
| 16. SCAR + Ammo, Rifle Grenades | 36. Claymores |
| 17. SMG + Ammo | 37. Smoke Grenades |
| 18. SCAR + Ammo | 38. Shotgun |
| 19. SCAR + Ammo | 39. SCAR + Ammo |
| 20. Claymores | 40. FV71 |
| | 41. SMG + Ammo |



Instant Action
Maps



This underground complex can get confusing unless you study the map and learn the weave of its interior corridors around the exterior helipad area.

The three main

entrances make it a frequent thoroughfare for combatants. Keep on the move inside the outpost unless you plan to ambush someone around a corner, behind crates, or in a sneaky spot, such as the pipes that run along the ceiling of some areas.



Weapon choice depends on where you plan to battle it out. Again, the Shotgun can cause heavy casualties inside the outpost corridor's confined space. Outside,

opt for the SMG or something a bit heavier and effective at longer range, such as the Gauss Rifle. If you end up with the MOAC, mow down anyone in your way and camp outside near the helipad perimeter to catch enemies in an unexpected ice barrage near the three entrances.

Quarry



Legend

- | | |
|-------------------------------|---------------------------------|
| 1. SCAR + Ammo | 16. FV71 + Ammo |
| 2. FV71 | 17. SMG + Ammo |
| 3. SCAR + Ammo | 18. Pistol + Ammo |
| 4. MOAC, MOAR | 19. SMG + Ammo |
| 5. SCAR + Ammo | 20. SCAR + Ammo |
| 6. FV71 + Ammo | 21. Pistol + Ammo |
| 7. Pistol Ammo | 22. SMG + Ammo |
| 8. Smoke Grenades, SMG + Ammo | 23. Shotgun + Ammo |
| 9. FV71 + Ammo | 24. SCAR + Ammo |
| 10. Shotgun + Ammo | 25. SCAR + Ammo, Frag Grenades |
| 11. Shotgun + Ammo | 26. Missile Launcher |
| 12. SCAR + Ammo | 27. Pistol + Ammo |
| 13. SMG + Ammo | 28. Shotgun + Ammo |
| 14. SCAR + Ammo | 29. Shotgun + Ammo |
| 15. SMG + Ammo | 30. Minigun, Flashbang Grenades |

Buildings and conveyer belts are your cover on this outdoor map. You can climb to the building balconies and rooftops for better vantage points, or run around the rocky perimeter for better shooting angles. Avoid crossing the main roads unless forced to; there are so many ambush points that you can't watch them all and you're bound to get gunned down. Your only chance is to Speed across and seek immediate cover.



You have your standard weapons—FY71, SMG, Shotgun, and Pistol—but the big battle will be over the MOAC [with MOAR attachment] on the conveyer belt and the Minigun by the lumber pile. [See the map.] Whoever owns these weapons will be king of the quarry for at least a little while.



Steel mill



Legend

1. SCAR + Ammo, Flashbang Grenades
2. Pistol + Ammo
3. SCAR + Ammo, Rifle Grenades
4. SMG + Ammo
5. SCAR + Ammo
6. FY71 + Ammo
7. SMG + Ammo
8. SCAR + Ammo, Frag Grenades
9. Missile Launcher
10. Shotgun + Ammo
11. SCAR + Ammo
12. Shotgun + Ammo
13. C4
14. SMG + Ammo
15. FY71 + Ammo
16. FY71 + Ammo, Frag Grenades, Rifle Grenades
17. Shotgun + Ammo
18. Precision Rifle + Ammo
19. Pistol + Ammo
20. Shotgun + Ammo
21. SCAR + Ammo
22. MOAC, MOAR
23. Shotgun + Ammo, Smoke Grenades
24. SCAR + Ammo, Rifle Grenades
25. Scar + Ammo
26. SMG + Ammo
27. Claymores



It's time to get down and dirty on the Steel Mill map. Race around rusty shacks and broken fences as you attempt to outflank your opponent and grab the limited weaponry available. Use your building corners as cover, along with the rooftops and catwalks. If you want a beautiful sniper spot above the battlefield, climb the water tower to reach the Gauss Rifle.

Those who love the Missile Launcher will have fun on this map. You can pick that up on the Warehouse 35 rooftop in the southeast corner and then unload on the pavement below. Scattered about the grounds are SMGs and FY71s, along with Shotguns and Pistols, which won't prove that useful unless you employ "Cloak-and-kill" methods. If you can't reach the Missile Launcher, go for the MOAC/MOAR near the orange dumpster in the southwest corner.

